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FEBRUARY 1996 £3.95

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FOOTBALL SPECIAL

SOCCER STARS '96 PLUS THE BEST OF THE REST

COALA DEMO

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FEBRUARY 1996

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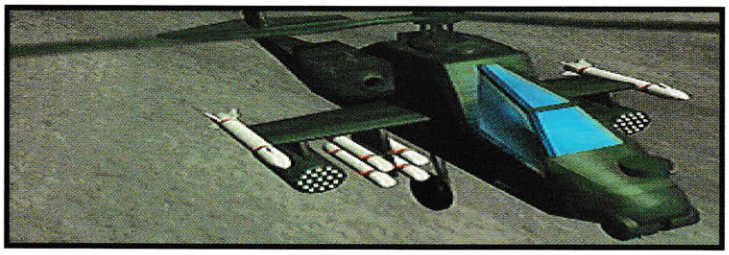

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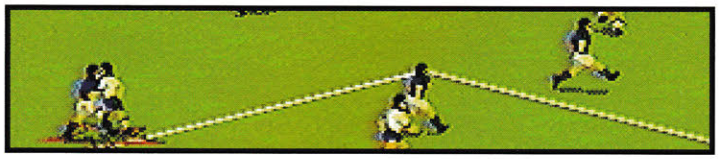

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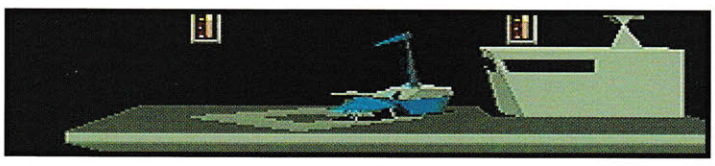

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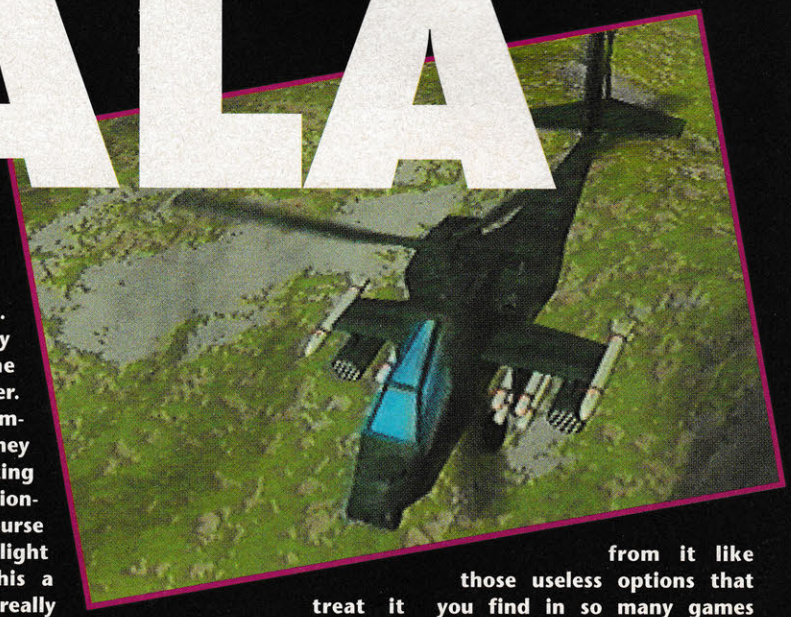
BOOT SECTOR

COALA

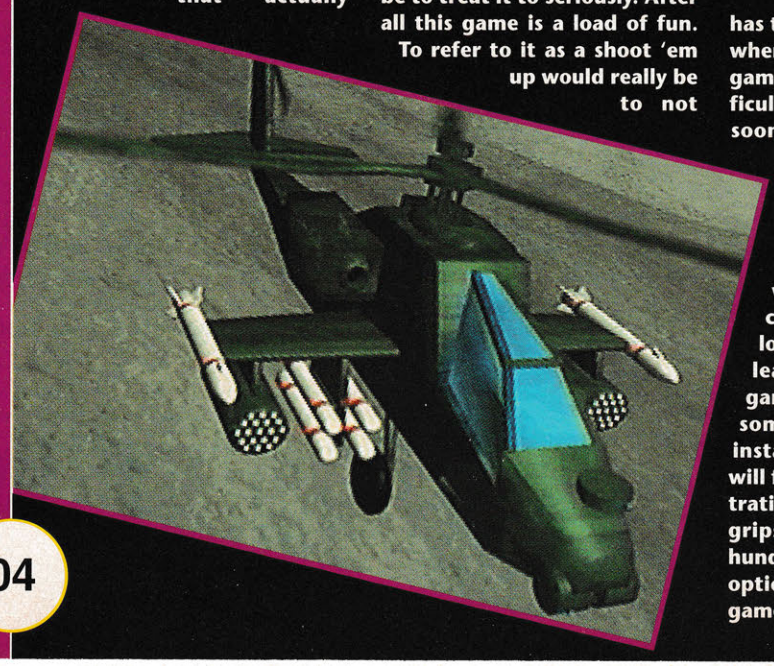
EMPIRE INTERACTIVE

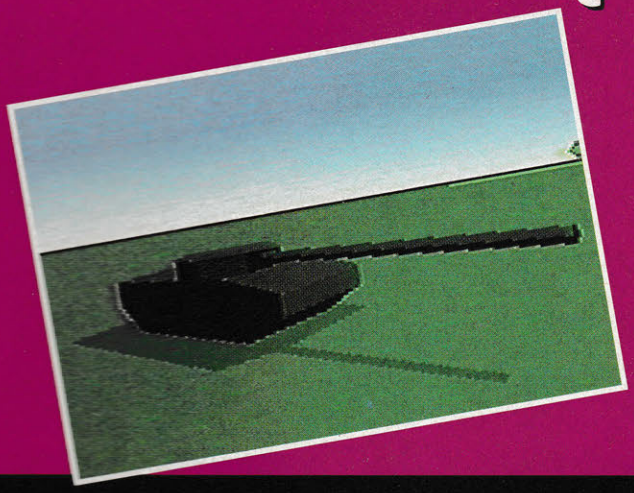


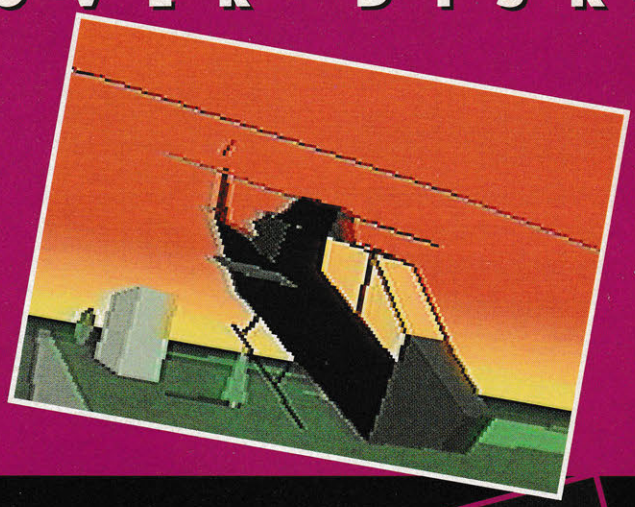
Oh yes It's Coala the Demo! It's one fine game and we all love it. So here is the Demo, all for you! It's a fairly complicated game so if you turn over the page there are a few instructions to help you get started. Here's what we had to say about this game.

"I love this game. It really is excellent! A shoot 'em up that actually requires some thought. The music is totally superb and the game sounds aren't bad either. The graphics are very simple polygon style but they are very effective at creating really good three dimensional effects that are of course essential in any type of flight sim. To actually call this a flight simulator would really be to treat it to seriously. After all this game is a load of fun. To refer to it as a shoot 'em up would really be to not treat it seriously enough, so it has to be said that it lies somewhere inbetween the two. The game play though initially difficult to get to grips with is soon mastered. Well you might be good enough to fly in the direction that you want to go in. To actually get to the point where you are proficient takes much much longer. There is a definite learning curve to this game. I like that! It's not something you can instantly master yet you will find that it isn't to frustrating while you get to grips with it. There are hundreds of really useful options that add to the game rather than detract from it like those useless options that you find in so many games nowadays. This is a game that is well worth buying in my opinion."

Well you can't say fairer than that. And this time you get the chance to decide for your-







selves. Who knows what you'll make of it. We must add at this point that some of the screen shots used on this and the next page may be from the full version of the game and not the demo that we are giving away.

LOADING

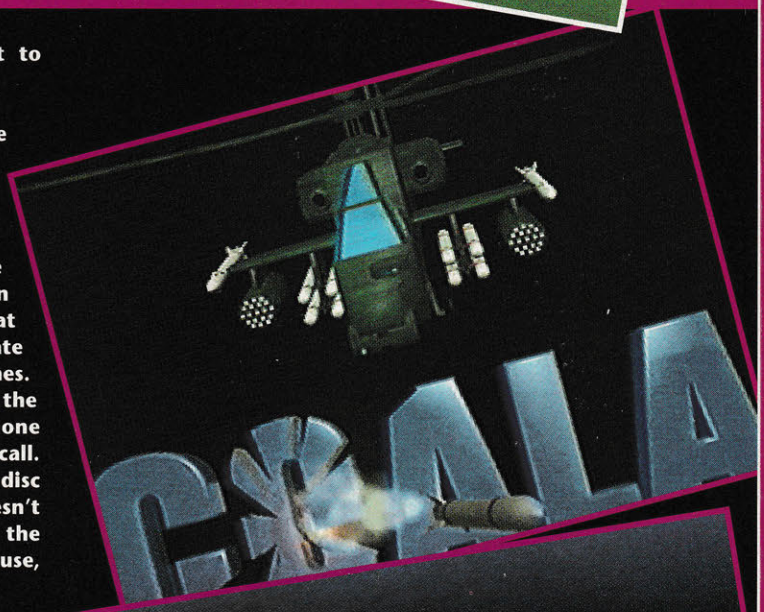
We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Well you think so when you get your sticky mitts on this demo. It's one hell of a game!

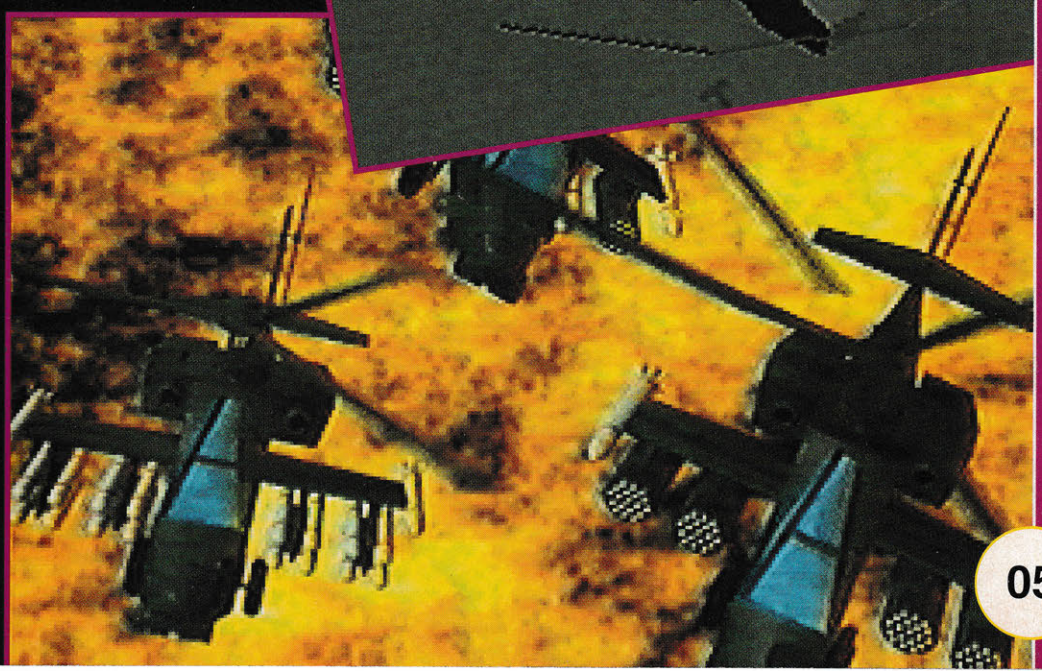
CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

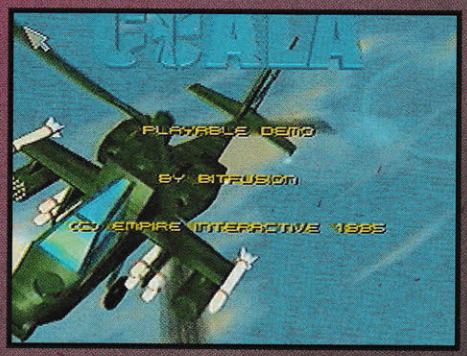
Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call. In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.

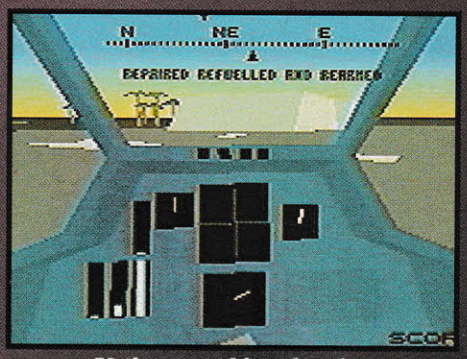




BASIC INSTRUCTIONS

As this demo is a bit complicated you may find it useful to have a few basic instructions. So here they are. This should be enough to get you started. Good luck!





F1 the normal interior view

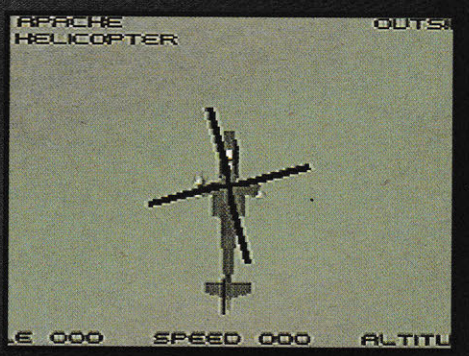
F2 outside 'spotter plane' view

F6 front view

F7 right view

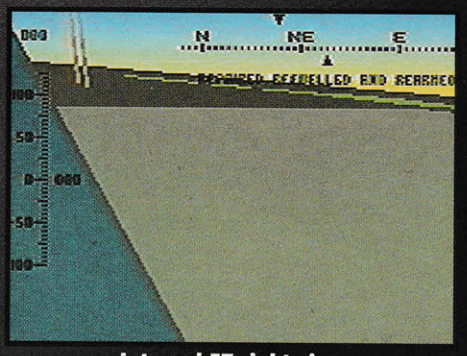
F8 rear view

F9 left view

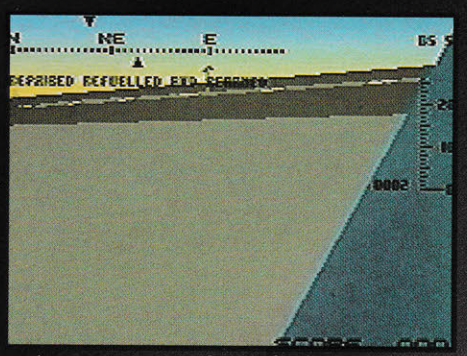


F10 top view

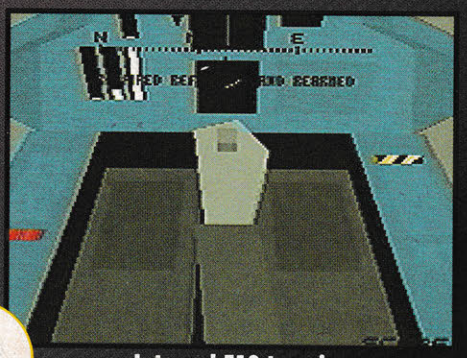
Internal F6 front view



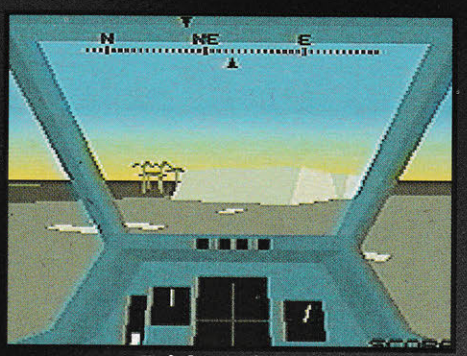
Internal F7 right view



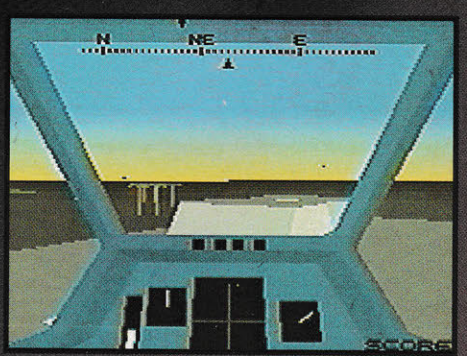
Internal F9 left view



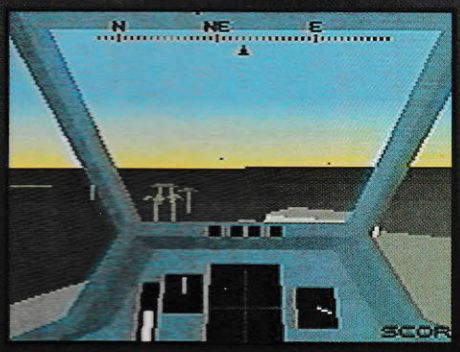
Internal F10 top view



Height setting '3'



Height setting '4'



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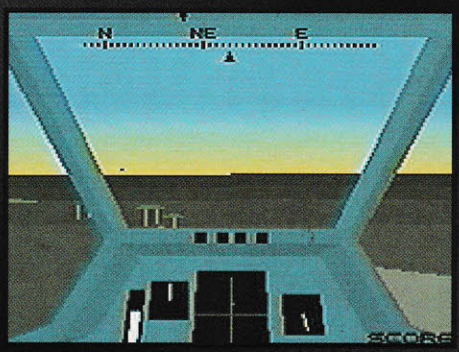

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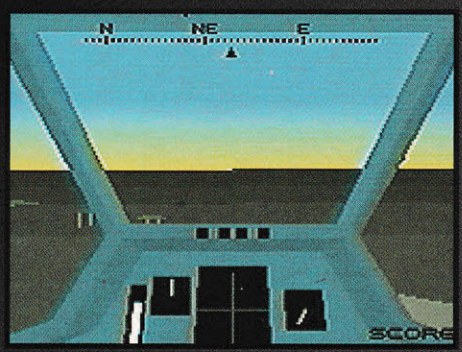

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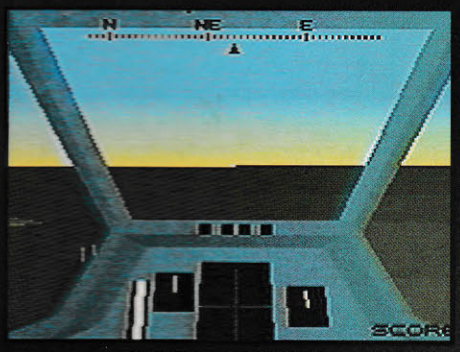
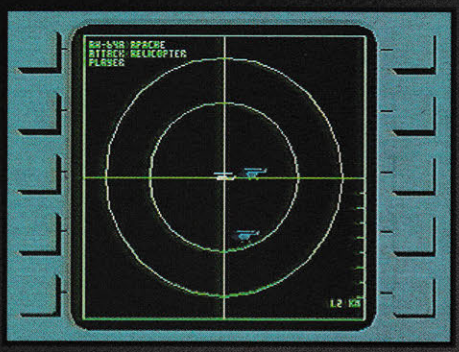
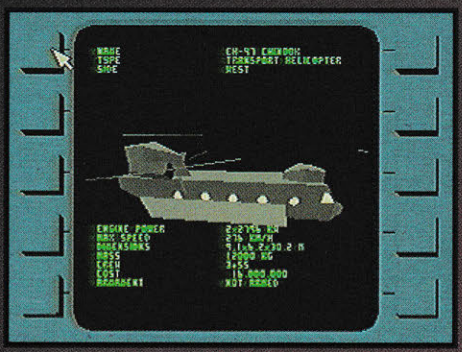


Height setting '10'

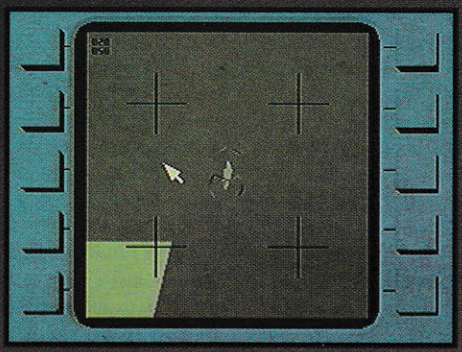


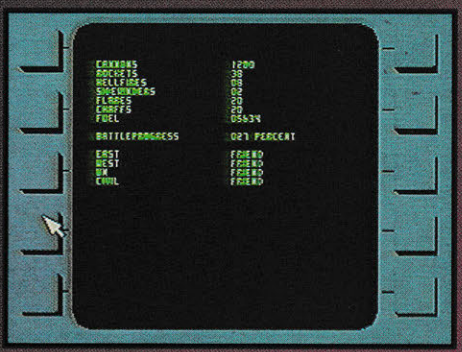
F1 on board computer Radar



Database

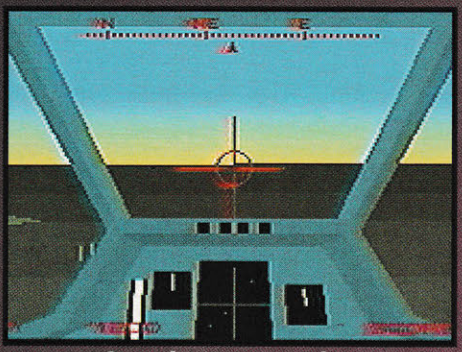
Virtual Camera

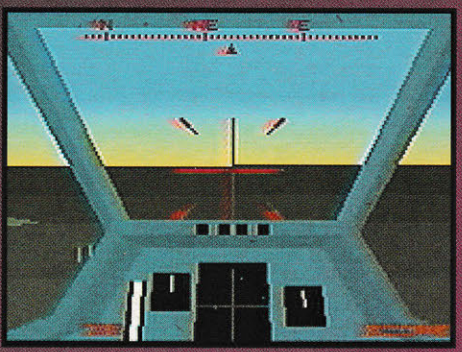

Satellite

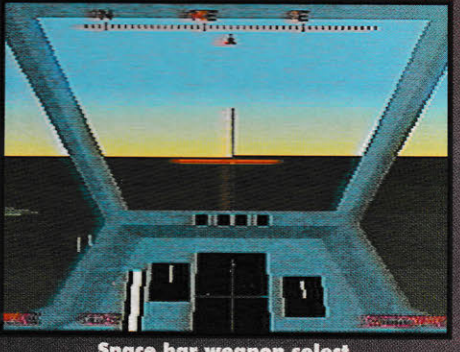


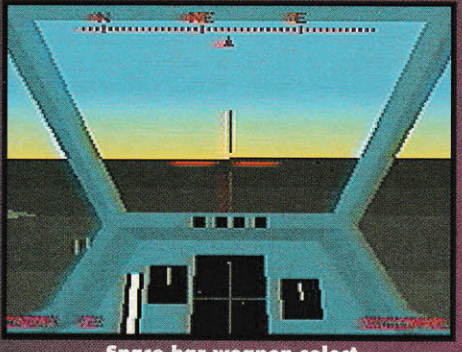
Stores button

Weapon system


Space bar weapon select


Space bar weapon select


Space bar weapon select


Space bar weapon select

GET PLAYING!!

With those exhaustiive instructions out of the way, you'd better get on with some topper chopper action. Don't forget Coala is now available to buy in the shops.

PD AMOS SPECIAL

11 Ancasta Road
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SO 15 6SA.

AMOS MADE EASY!

For those of you out there who know the basics of Amos or those who are just starting out I have some excellent news for you.

There is a book available, Mastering Amiga AMOS, which is brilliant for learning AMOS because it gives full information on all aspects of AMOS. There is even a disc which comes with it containing all of the source codes in it, so you can save yourself from adapting muscles in your fingers.

The price of the book is £19.95.

(This should be a great help in helping you all get to grips with AMOS. For more information try writing to Mr Amiga who seems to know all about it. I even hear a rumour that he has some cheap copies, so write to the following address e.d.)

Mr Amiga

GIMME, GIMME, GIMME!

Please send me your games so that I can review them. If you want reviews you will get them, you can send in AMOS games that you think are either brilliant or the worst thing since granary bread. If you want to get them to me quickly then you can simply send them straight to me, MR Amiga, in the address that is also shown in this section. Otherwise simply send them to The One Amiga.

SOMA SOFTWARE

Soma Software are a great new company that has started to write programs for and programs using AMOS. If you are wondering where they get their name from, just take a look in the mirror whilst reading this article!

They use AMOS in a way which isn't even explained in the manual and, by doing so, they greatly increase the speed of AMOS. They are currently working on a game called 'The Greys' (see preview below) and they are also working on editors to make AMOS easier to use. For example, there will eventually be a sample editor, an enemy editor, a map editor and much much more. Editors for AMOS users everywhere to use. What makes this even better is the fact that all of these editors will be compatible with each other, they will all be easy to use and they will all be a vast improvement on the current AMOS versions of these editors. The map editor is currently being tested and the reports so far suggest that this is by far the best AMOS map editor available. Soon they will be putting AMOS tutorials in the pages of this magazine. Not bad ey? A few months ago there was nothing on AMOS in the whole mag. Now there's going to be loads.

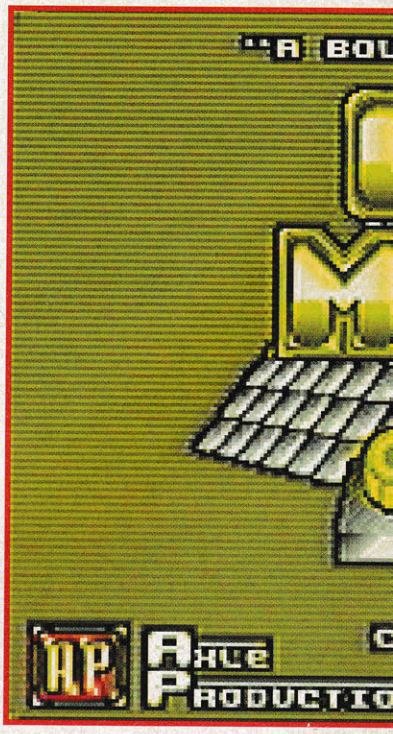
PREVIEW

We've all seen X-Files, the true tales of the X-Files adapted to television, and many of us have seen the videos and read the books on the subject, but soon it will be possible to actually play the game as well. Well sort of!

Soma Software are working on a new game called 'The Greys'. It is a game which is to be a cross between Flashback and Chaos Engine and according to it's programmer, Alan Benson, this game is going to prove that you can have fast AMOS games and that they can actually run faster than games written in Blitz basic!?@£$%&*

The game is based on true events concerning 'The Greys', those grey pointy headed aliens who abduct us mere earthlings, but you are not so much against these aliens, you are fighting against the conspiracy of the worlds governments concerning these aliens. For example, did you know that it is a well documented fact that the US government has eight UFO's hidden away somewhere. This is the sort of conspiracy that you will be fighting against.

You will have missions to complete and these must be completed in order, ie at the end of the mission one you are given the code for mission two. It will also be possible to save missions when you want to have a rest for a while but don't want to start off the mission from the beginning. At the moment the game is in very early development stages, but Soma Software promise you a great game.



COIN MANIA

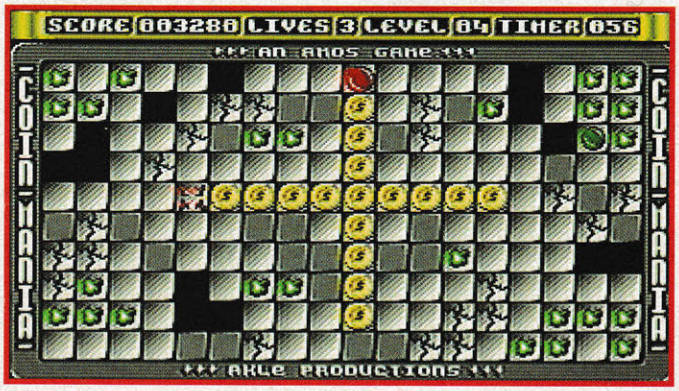
A BOUNCE INTO THE

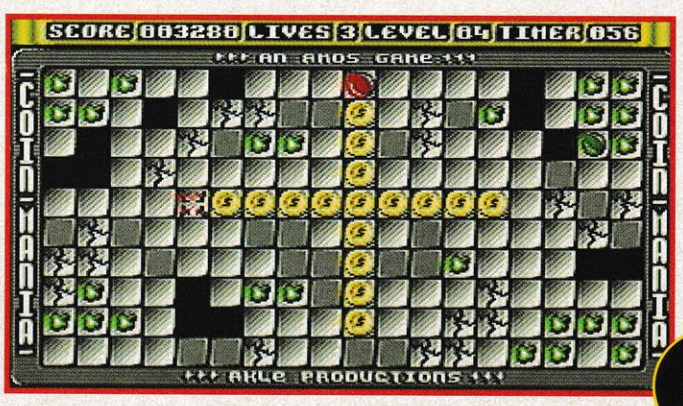
It's AMOS and it's really quite good!

Many of you probably believe that AMOS is slow and rubbish. Well as these pages are slowly demonstrating, AMOS is infact pretty dam good. It is a programming tool that can allow you to create some wonderful games. Coin Mania is an example. Essentially you are faced with several levels where you are in control of a bouncy ball that you are moving around (only up and down mind you) to pick up coins. You have a time limit to pick up all the coins and get to the level exit. It's not all that easy. You have to pick your route carefully or you'll find that you can't pick up the final coins. You see there are a few problems to overcome, the floor has a habit of falling away after you have bounced on it meaning your path is limited. There are also holes in the floor anyway, and these can really start to cause a few problems. There is also green sticky stuff that will hold you down when you bounce on it. Sometimes however you have no choice, there are also arrows that turn slowly. They send you off in the direction that they are pointing. All this makes the game a great and challenging puzzler. We'd love to see more of this sort of stuff, so all you budding games designers and programmers get working and send us anything you've got so we can share it with the rest of Amigadom.

This really is a great game. It simply goes to show you what can be done with an Amiga and a bit of patience. Axle and Rave the guys behind this game and Axle Productions describe the game as Cheapware, '...similar to Shareware..." but not the same. The game has taken four years of part time production and it can be used on all Amigas O/S 1.3 and above, it requires 1MB minimum and is hard drive installable. It's PAL/NTSC compatible and it even comes with a free level editor! The UK price is £5.00 and the rest of the world it's £6.00. The price includes postage and packing. So if you want it send your Cheques / postal orders / Bankers drafts / building society Cheques / Euro cheques (made payable to Alex Aris) to available from;

AXLE Productions,
2 Stile Road
Headington
Oxford
OX3 8AQ
England

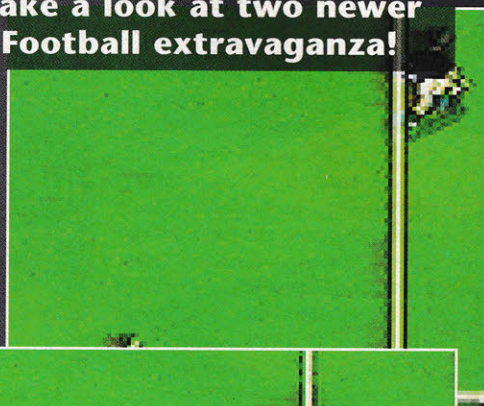


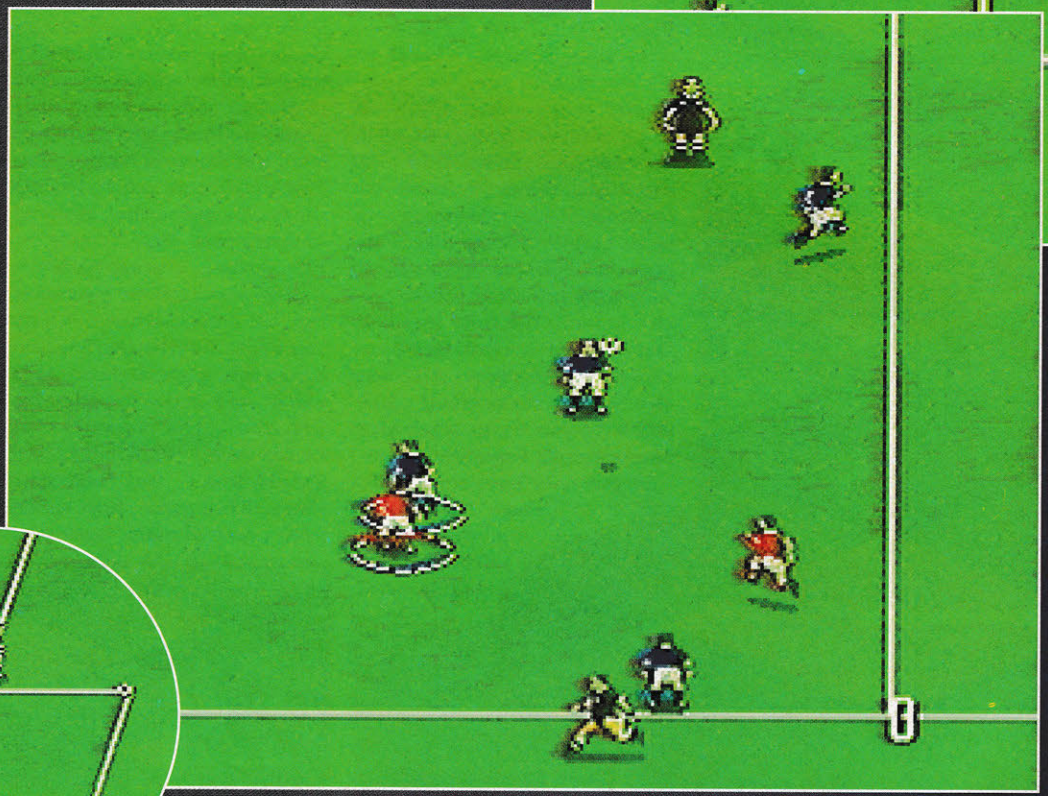


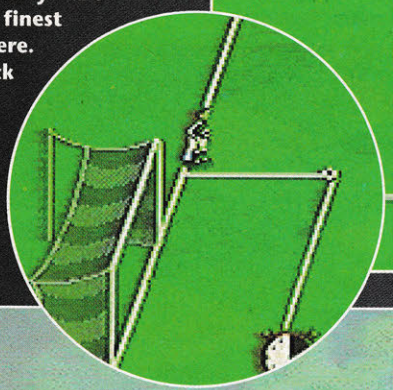
KICK OFF

The next four footy games are all part of Empire Interactive's Soccer Stars '96. We take a look at each individual game and then take a look at two newer footy games to give you the full run down in our Football extravaganza!

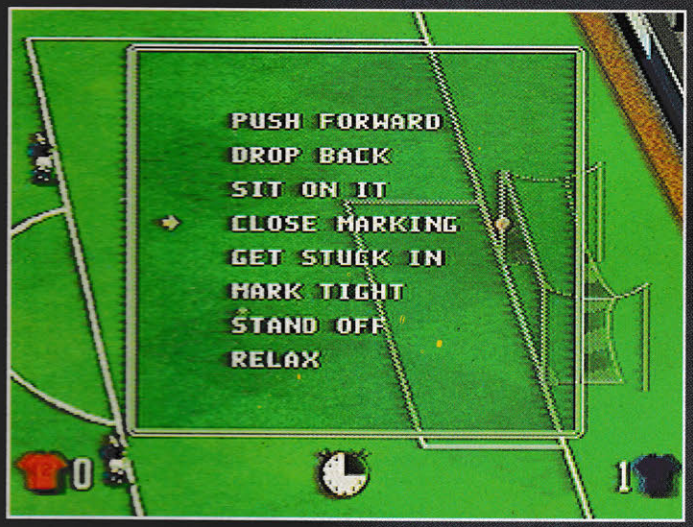
Well in this issue we decided to take a bit of a look at some of the football games that are available at the moment. Then Empires 'Soccer Stars '96' landed on my desk and I realised that this was probably the answer to all football mad Amiga owners. Surely a single package that has four classic games is all you need? well maybe! The latest SWOS is a hot contender for the football game top spot! There are also other recent releases such as 'Team'. Well we're here to help you find your way through the maze of Football games. Firstly we are going to look at the superb four in one package from Empire and then two other newish releases. 'Soccer Stars '96' has two management simulators/games and two straight football games. The best of both worlds. All the games are a bit long in the tooth but they are some of the finest that there were. Firstly is Kick Off Three European Challenge. not at all bad! Then there is FIFA soccer, well lets face it this is a classic, it may not be FIFA '95 or the awaited FIFA '96, but it is still a classic footy game that took the games world by storm. On The Ball is a management simulator, up to four players can take part and it has details for both the Premier Division and the First Division! Not bad! Lastly there is Premier Manager 3, all the stats from five divisions, a giant of a game!

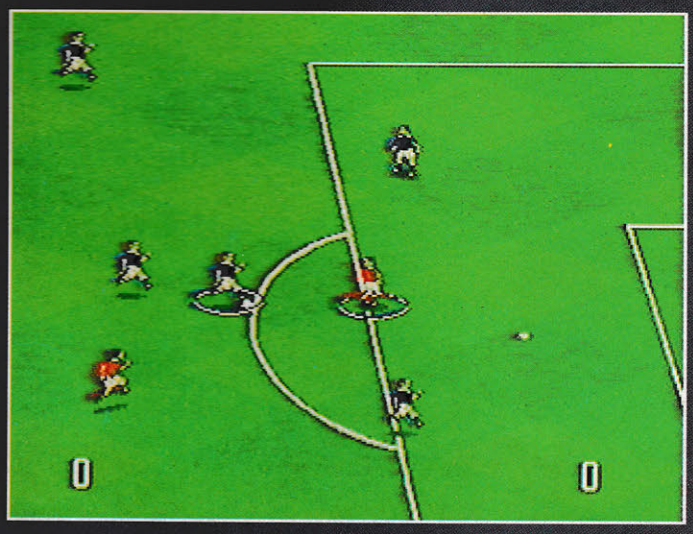






EUROPEAN CHALLENGE





THE VERDICT

Firstly however we are going to start with Kick Off 3, and what a game it is. Both FIFA and Kick Off 3 approach the game from rather superb angles. The viewing angles unlike the two newer games featured later in this issue, are not from above, but above and to one side. Personally I think this is great as it gives you much more of a realistic feel to the game. Fans of SWOS may well argue otherwise. At the end of the day it's all down to personal preference. Anyway this is a viewing angle that many prefer.

This is altogether a very serious football game. I think the fact that you can create your own set piece free kicks says it all! It has superb levels of skill, from novice to International. When you play in the novice setting certain moves such as overhead kicks will be carried out automatically for you. The ball control also has certain levels. Again there is a novice level that will allow you to weave around the pitch with little trouble in keeping hold of the ball. In the Hard mode you will find that you can pull off some stunning one touch football, it does however take a while to master such moves. As with many of these games you can also change the pitch and there are endless cups and competitions. Infact there are seven Cup competitions, five league competitions. There is also a practice option and even an option that allows you to edit teams even down to re naming them and renaming the players.

A1200

Part of the Soccer Stars '96 compilation from Empire

£29.99 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 1MB | Disks 3

GRAPHICS 75%

SOUND 70%

PLAYABILITY 75%

LASTABILITY 70%

OVERALL 75%

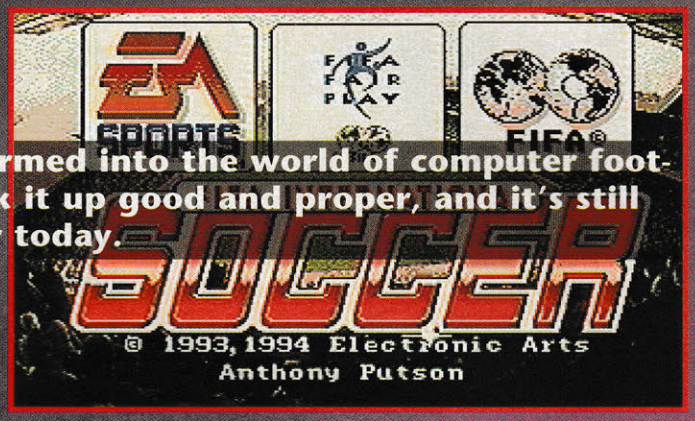
CD32

A500/600

There is no CD32 of the Soccer Stars compilation.

The compilation is A1200 only, although some games will run A500. This will.

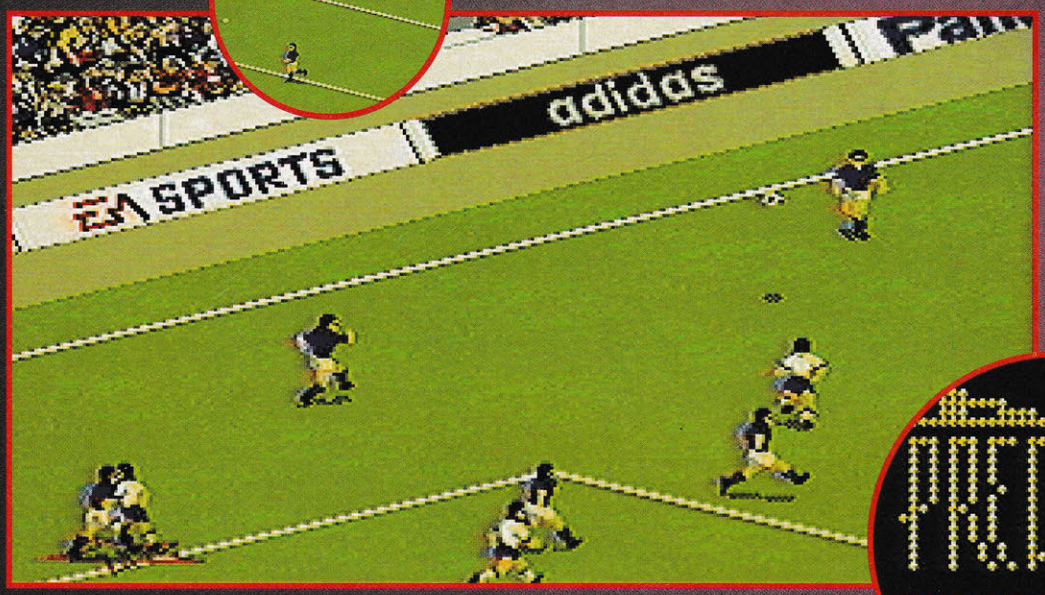
FIFA INTERNATIONAL SOCCER

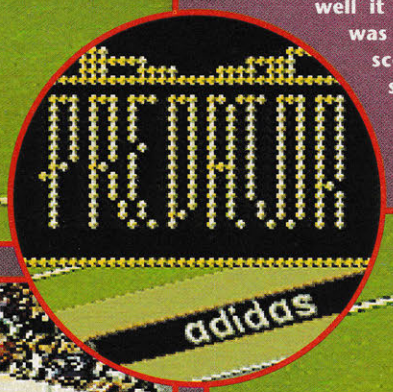


Lets face it this game is a classic. It stormed into the world of computer football games like a hurricane and shook it up good and proper, and it's still popular today.

I remember only too well my first FIFA experience. I was needless to say mightily impressed. It was refreshing in every way. sure there was a lot of hype but it seems that all new releases are now surrounded in hype. This game is now outdated. The very appearance of FIFA '95 replacement, FIFA '96, on many formats is enough to tell you that. However it is still the same great game. FIFA '96 on the playstation has caused mixed feelings. In reality many see it as very much the same game as the original despite the superb new angles of view and the cracking commentary John Watson provides. Well this original doesn't have any of that but it does have 48 national sides, including all the favourites from Europe, South America and Africa. There are several modes of play. The exhibition mode that allows two teams to take part in a friendly match. There is a tournament where you can choose one to eight teams to play. There are also playoffs where you can by-pass the qualifying stage of the tournaments and go through to the knock out stages, with the last 16 teams. You can also set up a league of eight teams to compete.

This game is truly international in it's flavour and really refreshing in it's approach, well it was when it was first on the scene. It has some excellent touches such as the choice





between action and simulation playing options. If you choose action the players are the same throughout the game, if, on the other hand, you choose the simulation playing option, the players will tire throughout the game and there passing and shooting abilities will suffer.

THE VERDICT

FIFA International Soccer is one of the all time great soccer games. It may be old but it is still huge and there's no getting round it. All the options are there. You choose your squad, your team, the type of competition you want to play in. You also get to totally configure your team. With the team coverage you can go about setting the players coverage of the field. This really can have a huge affect on the game, as can the team strategy you choose and the team formation. These are the options that really let you get the game you want and play as you want to play. It's almost enough to make you manager and player in one. There is even a cracking replay facility to let you watch your moments of glory all over again. You can also bore the hell out of your mates! There are free kicks, substitutions and you can even save the game! what more do you want. Well it has to be said that this game is old, I think I've said that before! However as part of this compilation it is a corker and if you don't already own this game it's almost enough reason to buy it on it's own! You can't possibly say fairer than that! Value for money has to be a major consideration when thinking about this compilation, and lets face it, it wins hands down over the new games in these terms. FIFA is an institution. Whether it's worth waiting and hoping that FIFA '96 appears on the Amiga should also be considered. But then how long can you wait, and how good a deal is this!

A1200

Part of the Soccer Stars '96 compilation from Empire

£29.99 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 2MB | Disks 4

GRAPHICS 85%

SOUND 81%

PLAYABILITY 86%

LASTABILITY 80%

OVERALL 88%

CD32

There is no CD32 of the Soccer Stars compilation.

A500/600

The compilation is A1200 only, although some games will run A500. This will.

ONE THE BALL LEAGUE EDITION

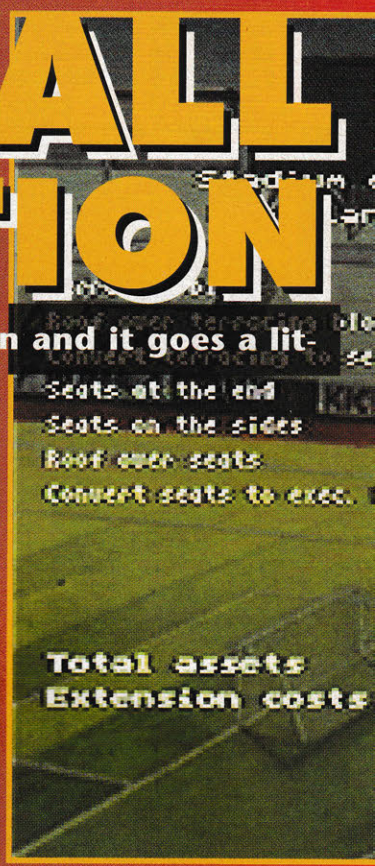
On The Ball has many guises. This is the Tournament edition and it goes a little something like this,

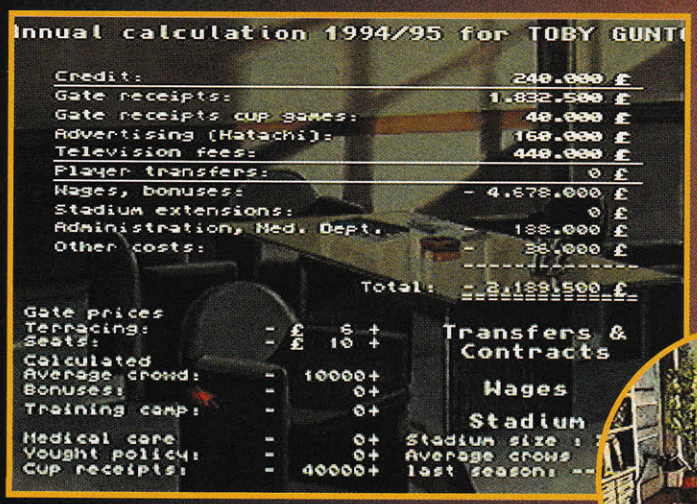
We played (for the first time) on the ball World Cup Edition some time last year. We liked it, It was in the replay section of the first Maverick Edition and it scored an 82%. I don't think that it is at all bad for a game that is seriously old. On The Ball League edition is also old. Is it any good though? Well you can have up to four managers and you select the team that you want to manage. You can also make the game easier or harder with the difficulty level and the fact that you can have realistic sackings if you want them! I'd rather not thank you very much.

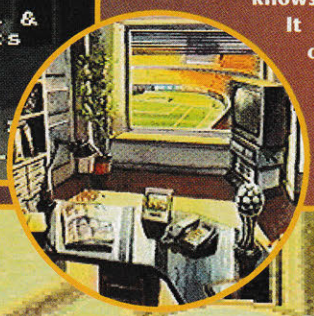
The game has fairly much everything. You even start with the sponsors deals where you can negotiate for the best deal and are offered three different deals. Essentially all the action surrounds the club office or the pitch itself. You have to select your team from the squad and you have to then choose who is the penalty taker, sweeper and goodness knows what else.

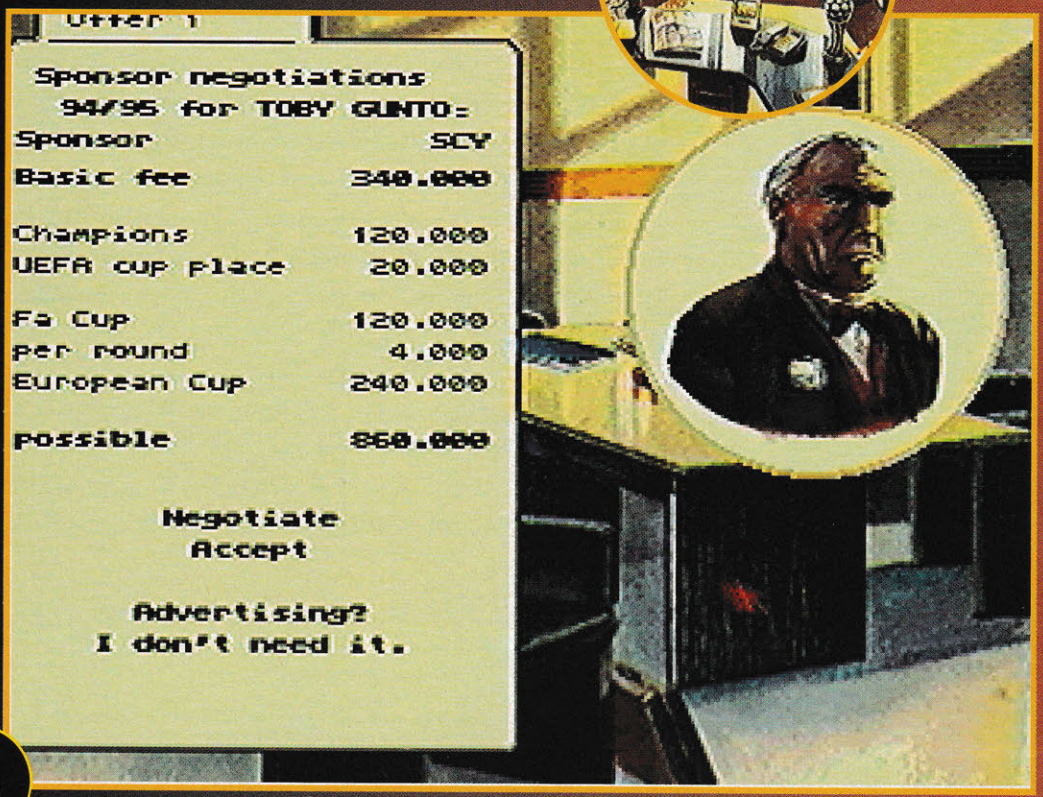
It is from the office that you rule over the club. As you use the mouse to move the cursor around you will find that there are a number of icons that come up with names of several options. There is of course team selection, stadium, player deals, tables, statistics, finances, overview of league and cup games, celebrity forecast, next series of games, status and score, music and exit.

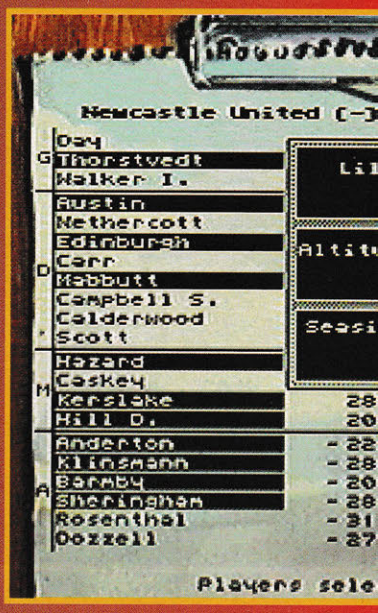
The stadium can be upgraded in all sorts of ways with new blocks taking eight weeks to build. Existing blocks can also be improved. Most of the team

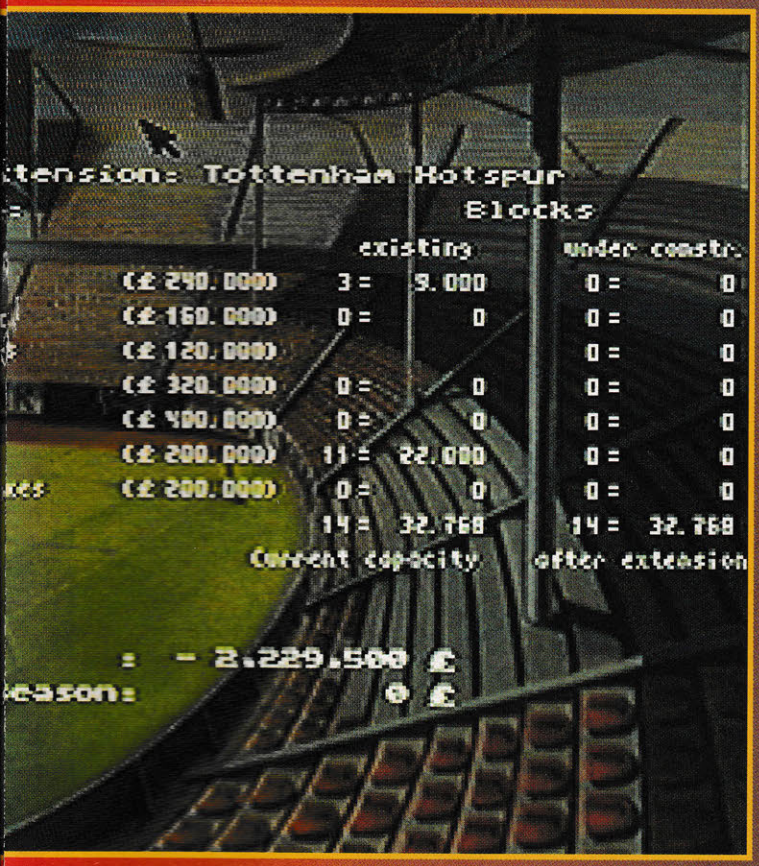


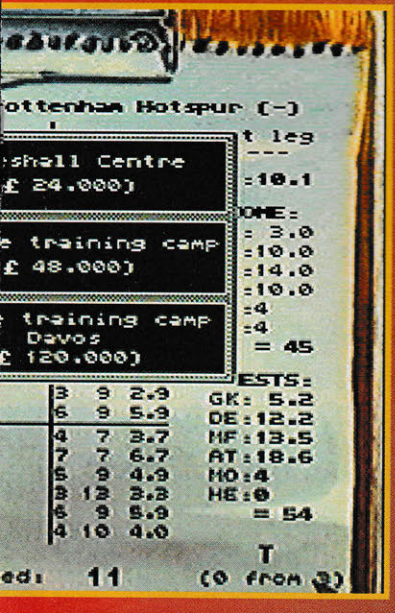




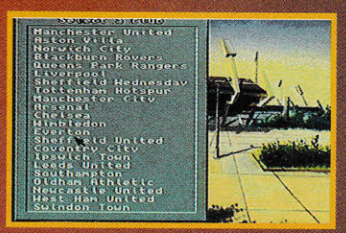








organisation takes place on the clip board which is where all the tactics and team selection take place. In my mind this is of course the most important part of the game! Apart of course from the real game itself! That takes place in front of you with a running commentary and graphics for all the goals penalties or other important parts.



THE VERDICT

The question is do I like this game? Well yes and no. It is quite old and I think that any type of management simulator requires a great deal to keep you interested. If it's outdated it may not have what it takes. It was in my opinion probably great for it's day but now has suffered the cruel ravages of time. Even the graphics look somehow dated. Never the less it is a huge game and really these two pages are simply not enough to give it credit. There is a lot to do in order to maintain your position as a manager especially with the realistic sackings mode on. Thought is required by those playing. Compared to some newer management simulators that I've had the good fortune to play, this seems to be somewhat unnecessarily complicated. What with a dated looking interface it really doesn't have the making of a great classic. I am aware however that there are those of you out there who love the whole On The Ball thing. You love the different editions and have got used to the way they are presented. Fair enough. All older games, especially when they are part of a series will have a bunch of hard core followers. Personally however I can't bring myself to give it as much in the way of a score as the World Cup Edition which simply seemed better to me! Still it's part of a great compilation and does represent great value for money despite all my moaning.

A1200

Part of the Soccer Stars '96 compilation from Empire

£29.99 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 1MB | Disks 4

GRAPHICS 74%

SOUND 70%

PLAYABILITY 73%

LASTABILITY 70%

OVERALL 72%

CD32

A500/600

There is no CD32 of the Soccer Stars compilation.

The compilation is A1200 only, although some games will run A500. This won't.

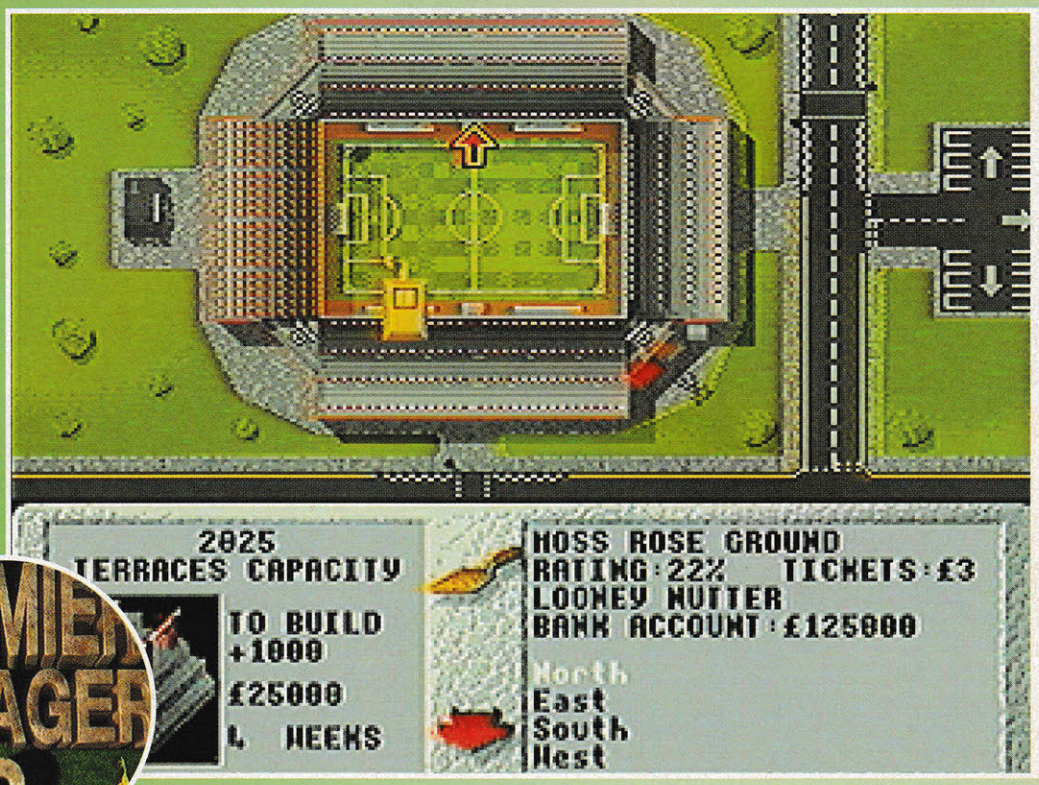
PREMIER MANAGER 3

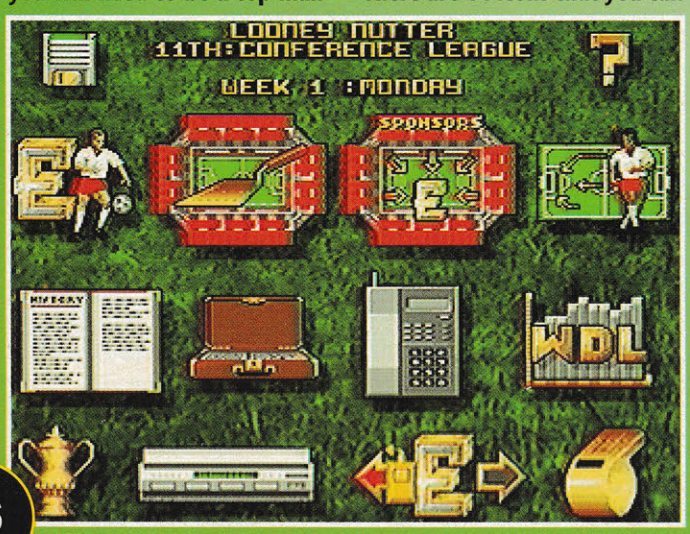
Oh yes it's another football game, it's another management game! Not getting board are you? Well I would be but for the fact that I actually really like this!

I have to admit that when I was told that I'd be reviewing Premier Manager Three I wasn't wildly enthusiastic about the whole thing. I'm not into management games, not even slightly but this is after all my job, and if I'm told I have to review something then I have to! Simple as that!

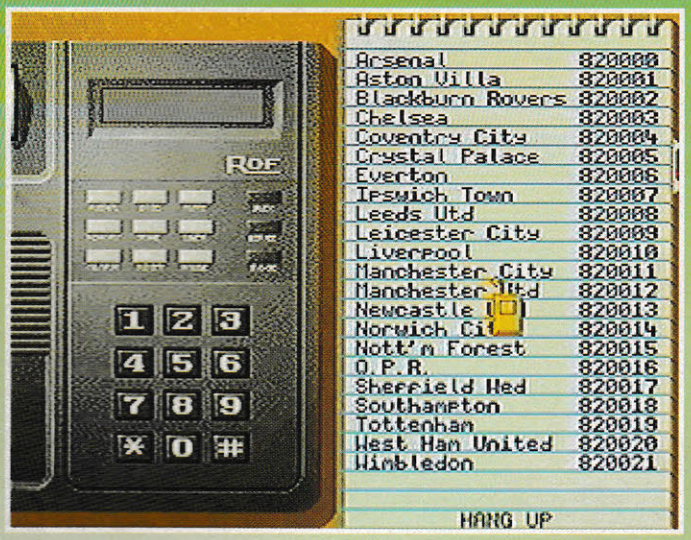
Premier Manager Three, mmm... It 'aint half bad! Being the third in this series, this is a game that is familiar to a lot of people. The control interface has that old familiar feel to it, a very reassuring quality. It also has all sorts of extra features that the first two failed too deliver. Firstly you put your name in and then you get going! Not bad at all. Well it seems that to start off with you have the chance to play four friendlies before the season proper begins. This is rather useful if you have no idea what you are doing like me. It gives you a chance to finely tune the skills you will need to be a top manager, Believe me I needed to fine tune them.

The main option screen is relatively easy to understand. There are 14 icons that you can

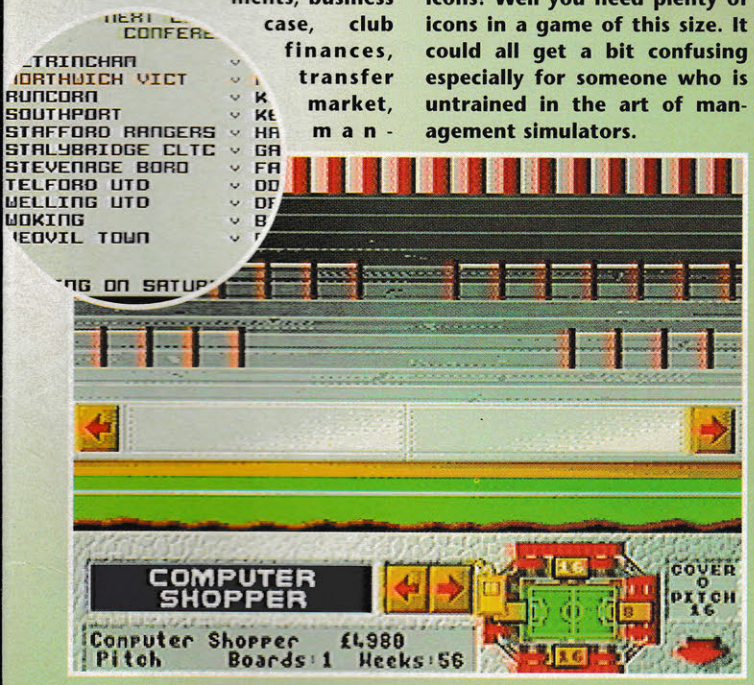


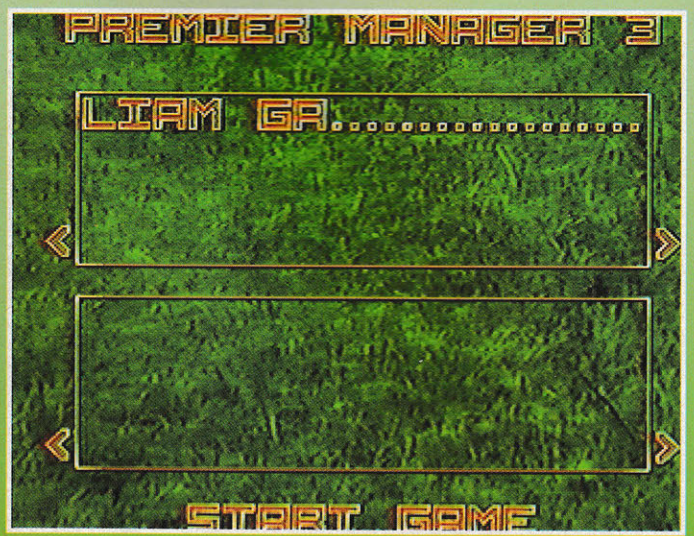


FRIENDLY MATCHES
6760 AEK ATHENS 3-0 VALUR
6714 ABERDEEN 6-0 BOHEMIANS
6094 ANKARAGUCU 0-0 ASTON VILLA
5929 APOEL NICOSIA 0-3 SHAKHYOR DONETSK
14022 ATHLETIC BILBAO 3-1 HEREFORD UTD
1583 AVENIR BEGGEH 1-1 BARROW
3279 BARNET 1-0 AIK
4538 BATH CITY 2-0 SERVETTE FC
16523 BENFICA 0-0 PORTSMOUTH
2781 BROMSGROVE 0-1 HALMO
5416 BURNLEY 2-2 DERBY COUNTY
16799 COLOGNE 5-1 KUUSYSI LAHTI



click on that take you into different elements of the running of the club. There is the game options, the team icon, a telephone, a fax machine, sponsorship, ground improvements, business case, club finances, transfer market, managers history, play match, the cups, the league tables and of course the option to load or save games. Most useful! Well each of these icons leads you to another screen and a load more icons! Well you need plenty of icons in a game of this size. It could all get a bit confusing especially for someone who is untrained in the art of management simulators.





THE VERDICT

Well I came, I saw, I expected to hate, and I left surprisingly happy. This really is an all encompassing game that will have you in the wheeling and dealing seat of the football clubs. Running Macclesfield however was not the most exciting thing I've ever done. When I first loaded up the game and got to work on it, I found that it wasn't quite as straightforward as I had hoped. After a large amount of getting lost in the game, (it is very very big!) my impatience finally got the better of me and I gave up. After reading the instructions for a while (well some of them anyway) I finally got the hang of it, well sort of. There were several more trips back to the good old instruction manual before I finally got the first game of the season underway. The result? Well it wasn't all that good, OK? Anyway, if you are used to this series of games then you should have no trouble at all coping with the user interface. The game as I've already said, is huge! There's more on those two disks than you could possibly imagine, unless you have a big imagination that is. Well I'm forced to consider this a corking addition to the Soccer Stars '96 compilation, and it has to be said yet again, Soccer Stars '96 is a stunning example of value for money! Four games that range from pretty good to excellent crammed into one box. Well I don't know about you, but I reckon that's pretty good!

A1200

Part of the Soccer Stars '96 compilation from Empire

£29.99 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 2MB | Disks 2

GRAPHICS 81%

SOUND 78%

PLAYABILITY 82%

LASTABILITY 80%

OVERALL 81%

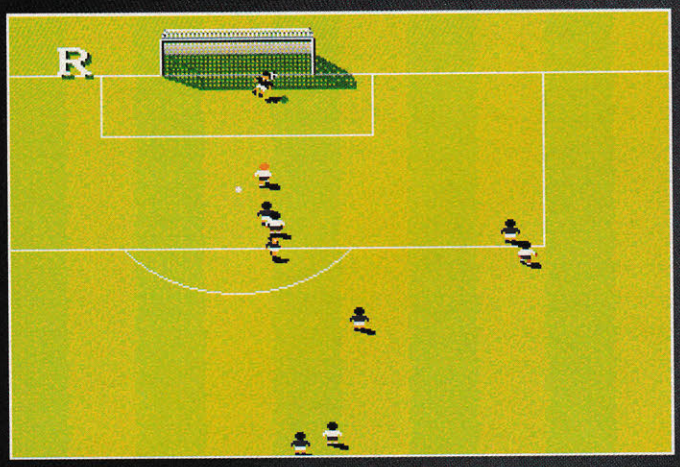
CD32

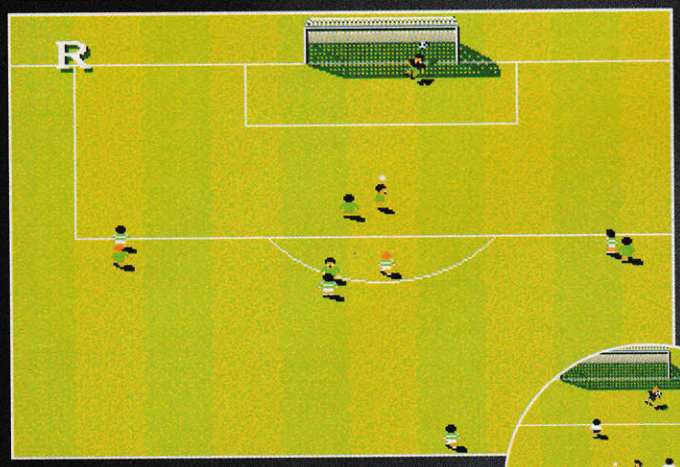
There is no CD32 of the Soccer Stars compilation.

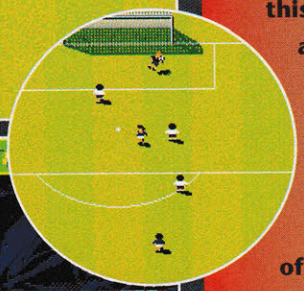
A500/600

The compilation is A1200 only, although some games will run A500. This will.

THE BEST AND WORST OF THE REST.....







THE VERDICT

With things going the way they are in the Amiga market, people like you are going to be more reluctant than ever to part with your cash. With all those Sega Saturns and other (less good) 32-bits selling so well, why should you stick with your Amiga and buy this too? Well, I own a Saturn, and the day before I spent four long hours looking for this game miles away from any place I could call home. I was playing Sega Rally, Virtua Cop and Virtua Fighter Remix. The only time I played any one of these 'better' titles was while the computer loaded up the next season on this (which was much faster on the A1200 because the info is stored in memory). I'm not saying that this is better all-round than any of the aforementioned titles - that's just silly, but it's just as playable and possibly more addictive (depending on what sort of game you like). Basically, this is a reason to keep your Amiga - and a damned good one at that. If you haven't bought any SWOS / Sensi before then add 5% to the overall mark but subtract 1% if you have an A500 (longer in-between season loading times). If you do own a SWOS (or even all four Sensi games like I do) you'll get a lot out of this game - even though it's not quite as advanced as it should have been. The in-match enhancements and the National Manager's job should keep you going for a very long time because you'll need to do a double, and possibly a treble to get THAT job.

Along with Worms, this proves that it's gameplay that counts, and both games cost less than a crap Playstation game (e.g. Ridge Racer Revolution)! It's also a good reason to poke fun at PC owners - and we all love doing that, don't we?!

A500 / 600

Publisher : Time Warner
Developer : Sensible
~£20 Out Now
Hard Disk Installable
Keyboard & Joystick
Memory 1MB | *Disks 2*

GRAPHICS 74%

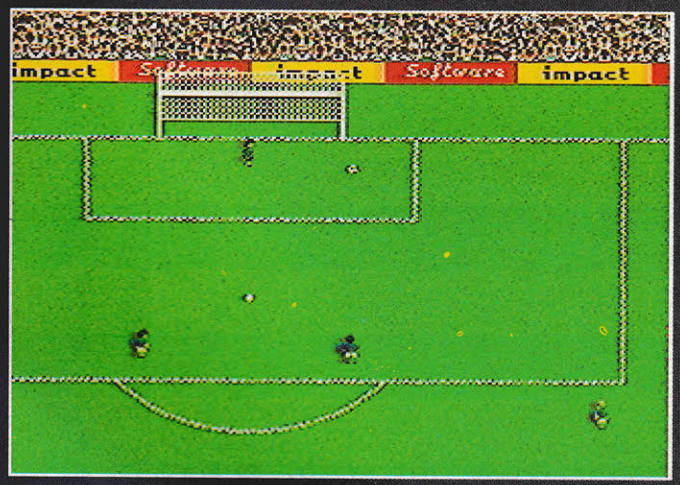
SOUND 80%

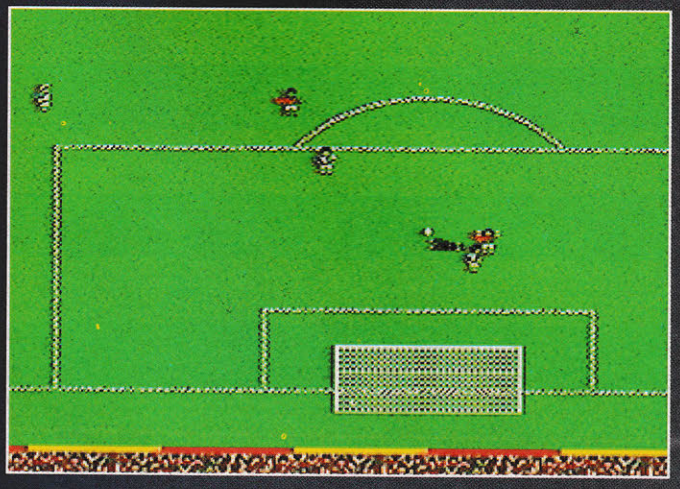
PLAYABILITY 93%

LASTABILITY 98%

OVERALL 91%

A1200	**Read the text to find out the A1200 improvements. No seperate version though**
CD32	**No. I'm afraid you'd better go and play Oscar and Diggers**





THE VERDICT

So here's another football game. This has to be the worst presented game that I have ever set my eyes on but you can't always judge a book by it's cover, or can you? The box tells you that this game has " Innovative gameplay, smooth multi-directional scrolling, huge playing area, brilliant colourful graphics, over 2000 frames of animation, fully animated crowd, high quality sound effects, two superb soundtracks, many exciting options, high-tech action replays" mmmm..... Is this really the case. Well It has got Smooth scrolling graphics and they are multi-directional, I'm sure that they're not lying about any of it. The gameplay however sucks. None of us here at the One liked it very much. It was hard to control and seemed very ham fisted in it's approach to controlling the players actions in general. There are some nice options in the game but this doesn't save it. I wouldn't buy this game and if you do then on your head be it! it looks to me a lot like another game that will remain nameless, but it simply isn't as good. There are a load of football games out there for the Amiga and this simply isn't one of the finest of them. The market for this game is very very competetive and that has to be taken into account. Any new game has to have something special to offer, and at the end of the day that has to improve the gameplay enough to make the game more fun and better entertainment than any other out there. I hate to have to say it but this one simply doesn't. At the end of the day, It's OK but it simply isn't brilliant and Sensible World of Soccer is in our opinion much better!

A500 / 600

Publisher : Impact
Developer : Impact

£29.99 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 1MB | Disks 1

GRAPHICS 75%

SOUND 70%

PLAYABILITY 65%

LASTABILITY 65%

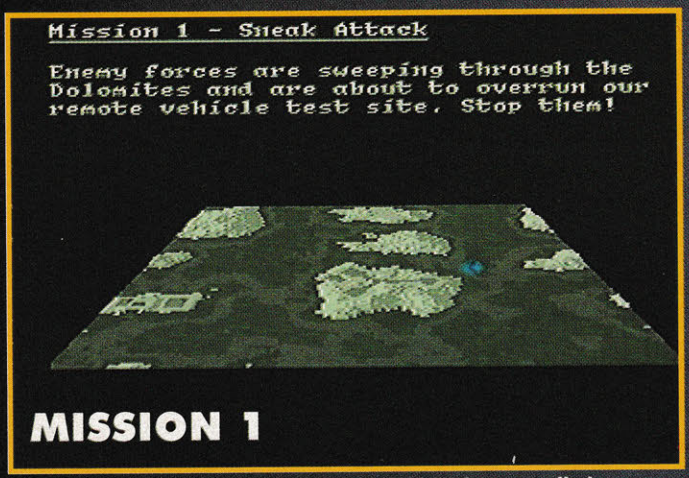
OVERALL 69%

A1200 — There is not going to be a seperate A1200 version.

CD32 — No. Not a chance mate. Still buy an FMV module and watch a film, eh?

ZEEWOLF 2 WILD JUSTICE

Zeewolf 2 is simply excellent. It's not to hard if you know what you are doing but it's not to easy if you don't. Here we are going to give you a quick guide to the first four levels of this excellent game. Well if you didn't already know, this game is not set in a standard war. This is all a bit futuristic involving corporate wars between huge companies who are fighting for something, power I guess, that's what most people fight about, oh and money! Well in this rather futuristic fight there is a past and a present. I have to admit to being rather unfamiliar with the original Zeewolf 1 (I'm assuming there was one!) but there is it seems a story to the first game. Essentially it is a typical story of good old corporate battles. The baddies are Ecliptico "-the company whose greed and aggression kicked the whole thing off" the first great corporate war that is! Thanks to the incredible battle helicopter Zeewolf, the one you are to take charge of, Zenith Research won the first war. It seemed that all was to be alright. The environmental damage that this evil empire had created was slowly cleaned up. Ecliptico seemed to crumble as share prices crashed and corrupt deals were uncovered. However it seems that all was not well! Ecliptico were infact not dead and buried. They were far from it. They secretly maintained contact with all the powerful people they could and started to plan, there plan was staggeringly simple and extremely ambitious. They wanted to pull off a total global corporate raid! So it seems that Zenith have rather a lot to cope with. As they are the only people with even the remotest chance of stopping the Ecliptico plot they have come under heavy attack. Very heavy attack. Their forces are stretched to breaking point and it wont be long before they can do nothing. Zeewolf 2 is untested but they have no choice but to send it up against the Ecliptico forces. So are you going to have a crack? Well if you are then you should check out this little guide. You never know it might help you.

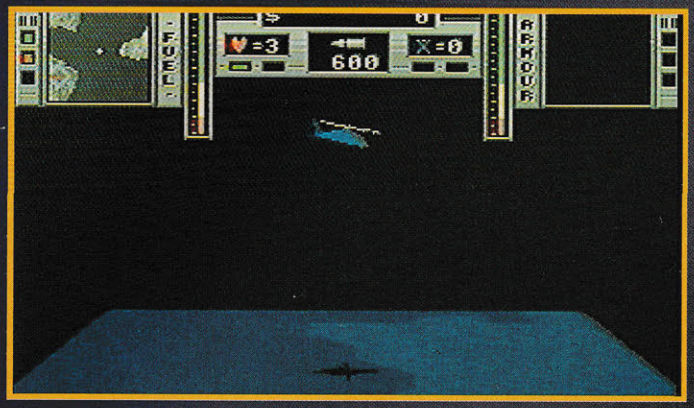

Mission 1 - Sneak Attack
Enemy forces are sweeping through the Dolomites and are about to overrun our remote vehicle test site. Stop them!
MISSION 1

The first screen will give you a good idea if what actually lays ahead. read it carefully you might find it useful.

The next screens give you more help telling you what to destroy/rescue and pointing out where it is. In this case APC's and mules.

You will also have to destroy 2 AFV's. These are the slightly more nasty ones that shoot at you!

Just to finish it off you have to rescue a few field technicians.

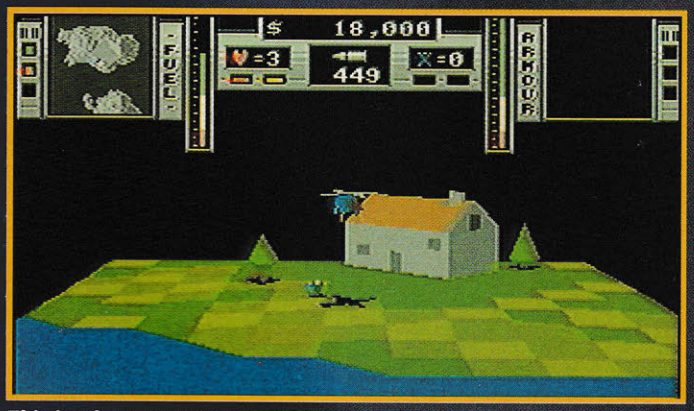


This is where you start. By flicking the enter button you will find a map and highlights for the enemy vehicles you have to destroy.

This is how you take out the AFV's.

All this destruction is carried out with the machine gun. Easy? Well it may take some time to line targets up if you haven't had much practice.

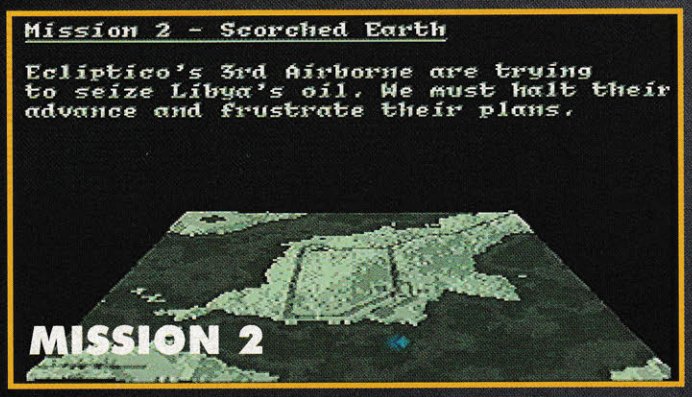
This is more like it, loads of destruction!



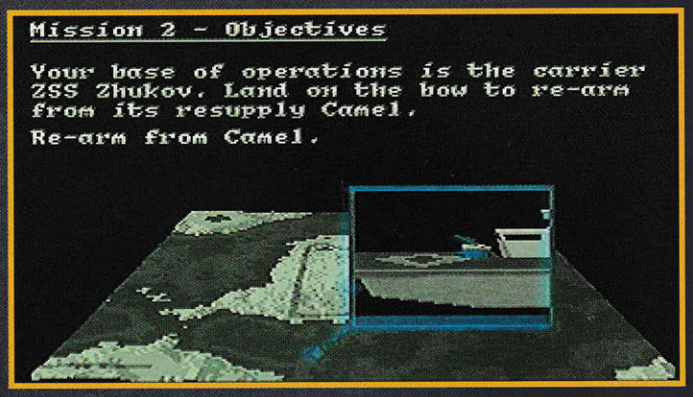
This is where you pick up field technicians. Use the G button to stick your undercarriage down and land.

All the AFV's are destroyed!

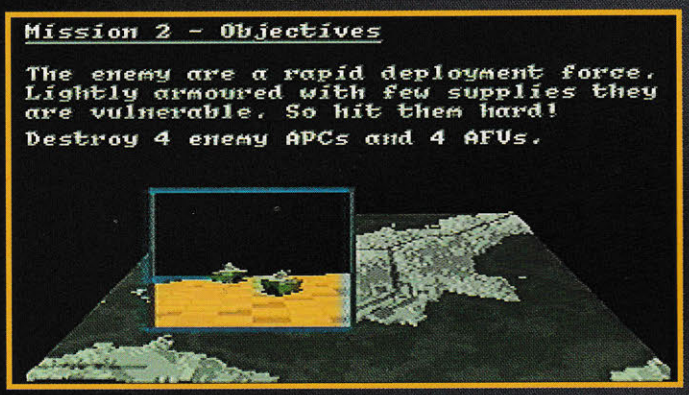
(Left) It's mission complete!


Mission 2 - Scorched Earth
Ecliptico's 3rd Airborne are trying to seize Libya's oil. We must halt their advance and frustrate their plans.
MISSION 2

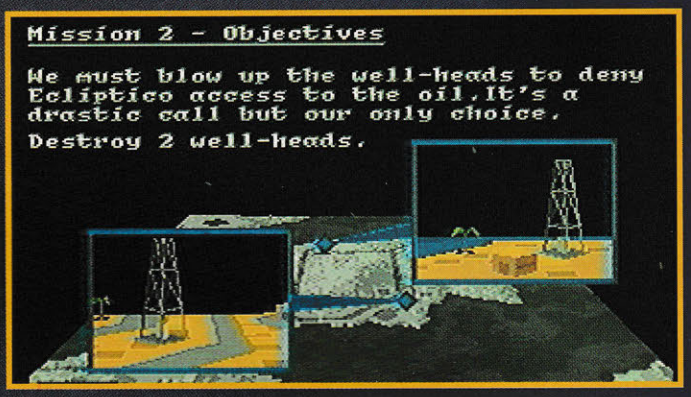
This is where the missions start to get a little bit harder.


Mission 2 - Objectives
Your base of operations is the carrier ZSS Zhukov. Land on the bow to re-arm from its resupply Camel.
Re-arm from Camel.

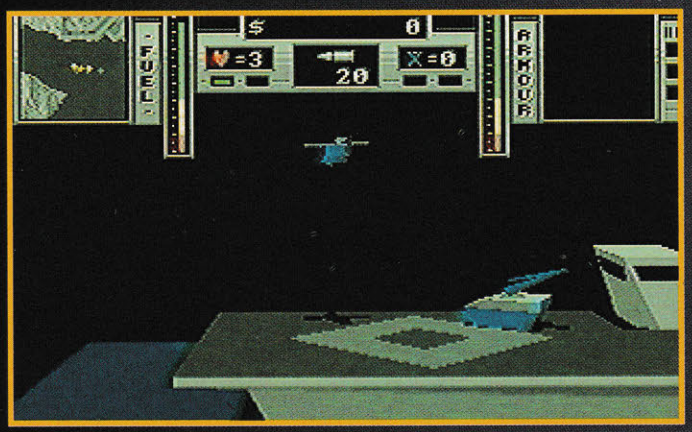
You must land by the camel on the back of the ship and the supply camel will fuel you and you can purchase some serious arms!


Mission 2 - Objectives
The enemy are a rapid deployment force. Lightly armoured with few supplies they are vulnerable. So hit them hard!
Destroy 4 enemy APCs and 4 AFVs.

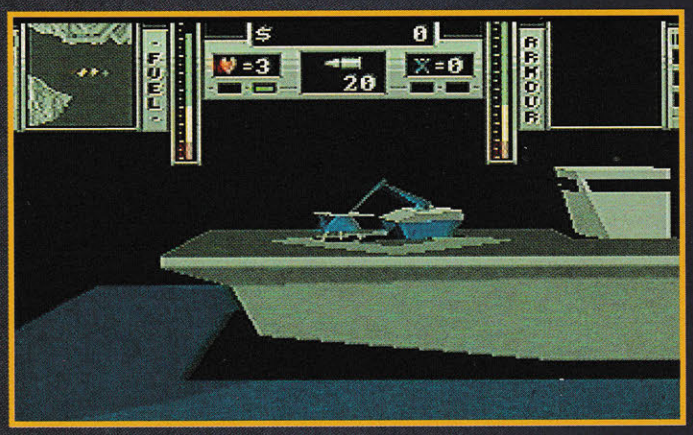
Then you must destroy all the AFV's and the APC's.


Mission 2 - Objectives
We must blow up the well-heads to deny Ecliptico access to the oil.It's a drastic call but our only choice.
Destroy 2 well-heads.

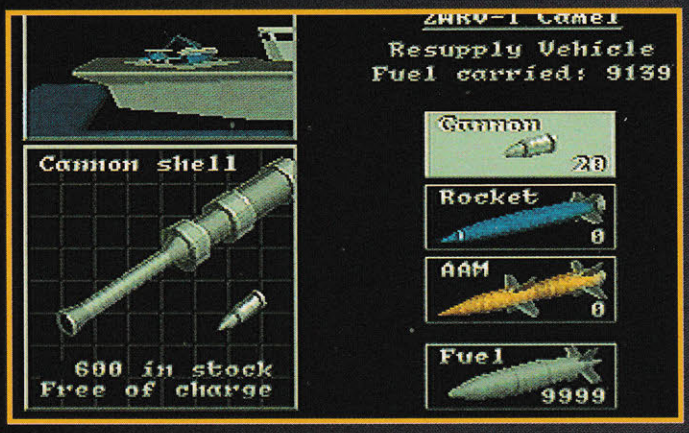
After destroying the two wellheads all you have to do is rescue a few people. (Shoot the huts to release them)



First of all head for the carrier with the supply camel.



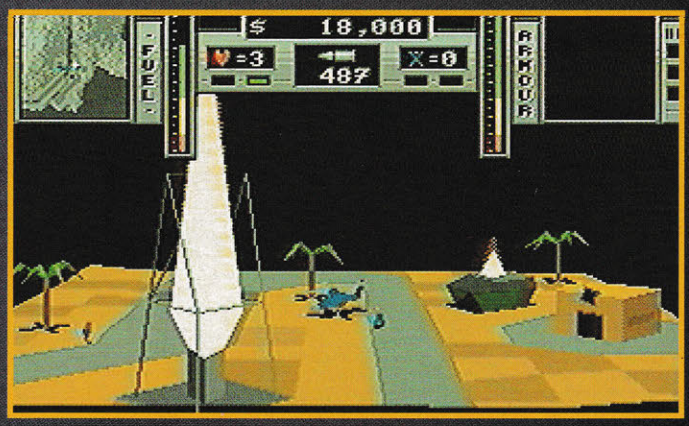
Then land and the camel will connect with you like this.



This is the scene you will be presented with and which will allow you to buy weapons.

Here is the first Well head destroyed. Machine gunning it should do the job.

This is what carnage looks like!

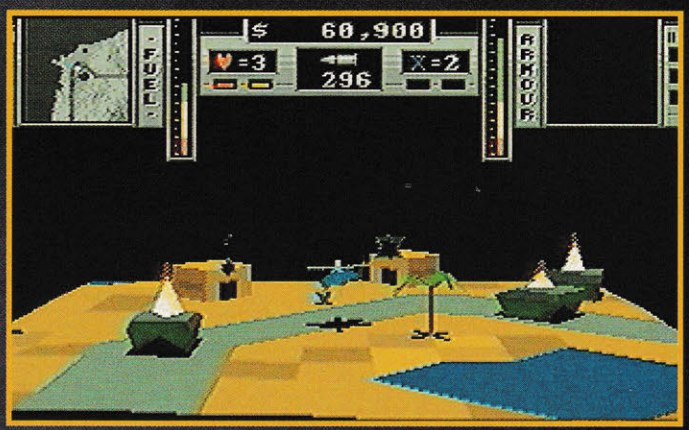


Now once the area is cleared you can pick up the hostages.

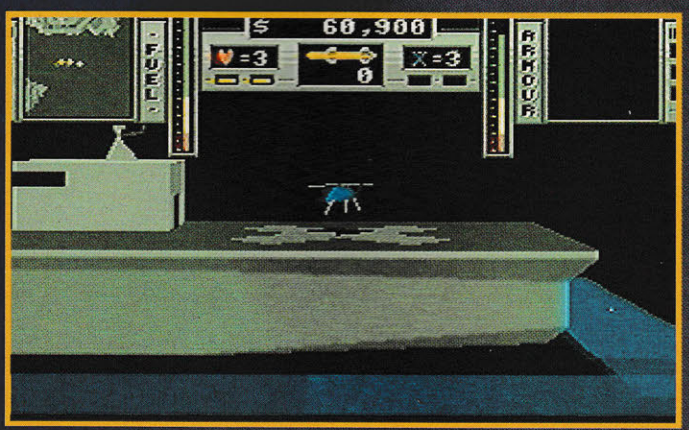
Direct Hit!

This means that all the AFV's are totally destroyed and you can get on with the other parts of your mission.

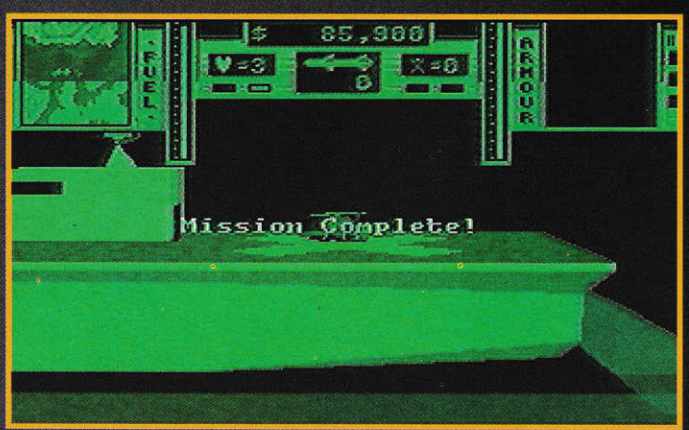
This means that the APC's are destroyed and your mission is even closer to completion.



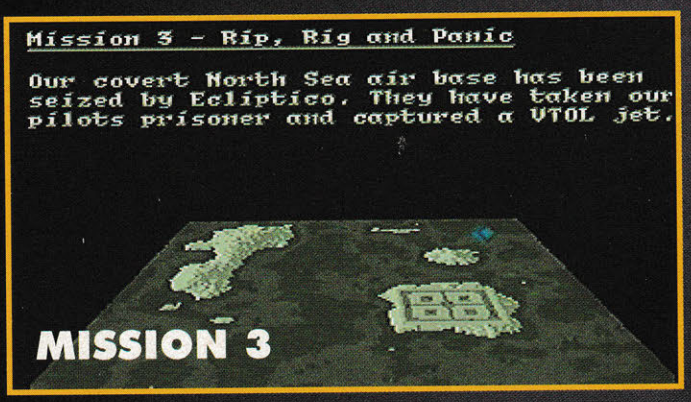
This is the Northern grouping of enemies. The earlier ones are in the south of the island! And these are the last hostages.

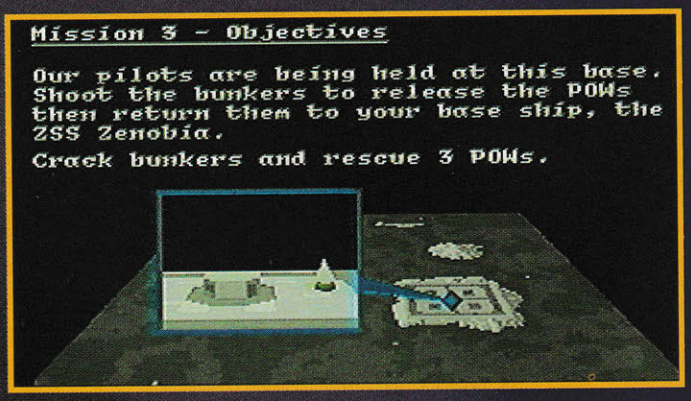


Get to the carrier to drop of the people and...



...mission completed!


Mission 3 - Rip, Rig and Panic
Our covert North Sea air base has been seized by Ecliptico. They have taken our pilots prisoner and captured a VTOL jet.
MISSION 3

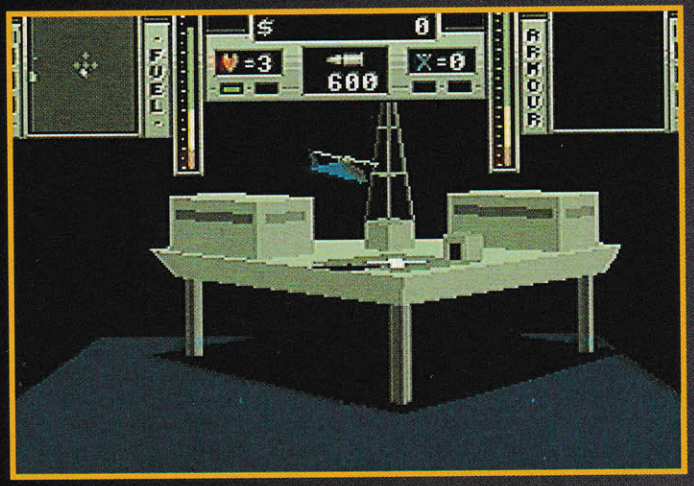

Mission 3 - Objectives
Our pilots are being held at this base. Shoot the bunkers to release the POWs then return them to your base ship, the ZSS Zenobia.
Crack bunkers and rescue 3 POWs.

Mission 3 - Objectives
One of our Kestrel fighters remains on the deck of the oil rig. Airlift it back to the Zenobia's rear flight deck.
Airlift Kestrel to carrier.

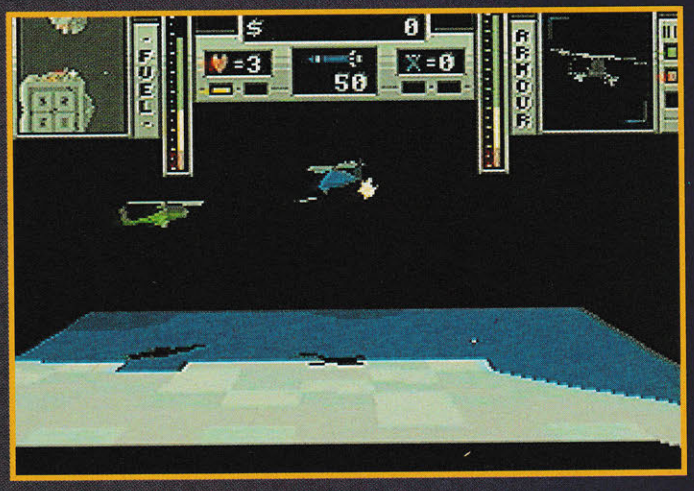
(Above Left)
This is mission number three and it is starting to get a bit harder.

(Above)
Firstly you have to crack three well defended bunkers to rescue at least three POW's (there are four of them)

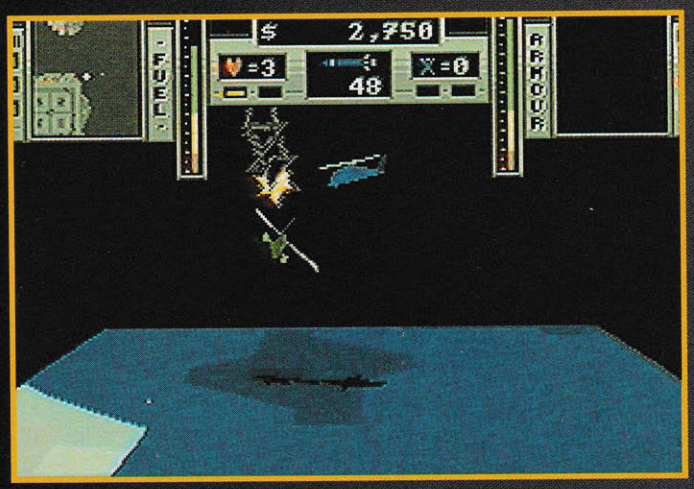
(Left)
Then you have to hook a plane using the H button and return it to the carrier!



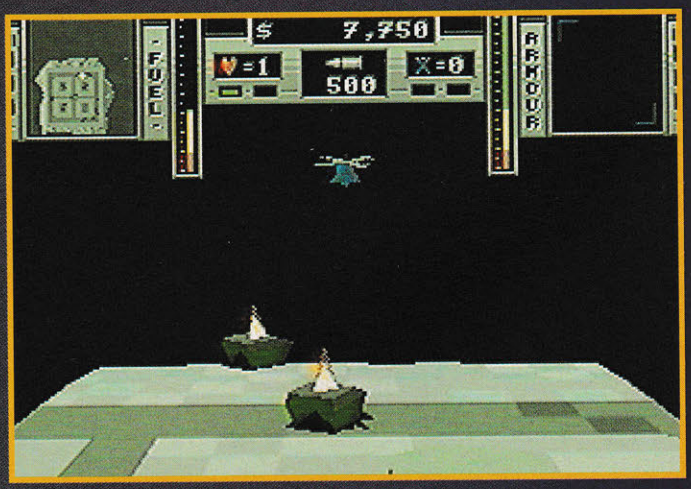
So here we go again!



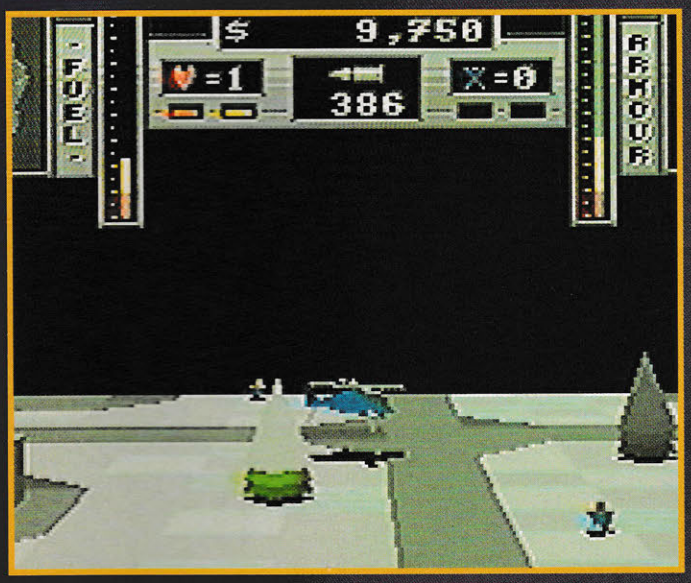
Make sure you look out for enemy helicopters on this level.



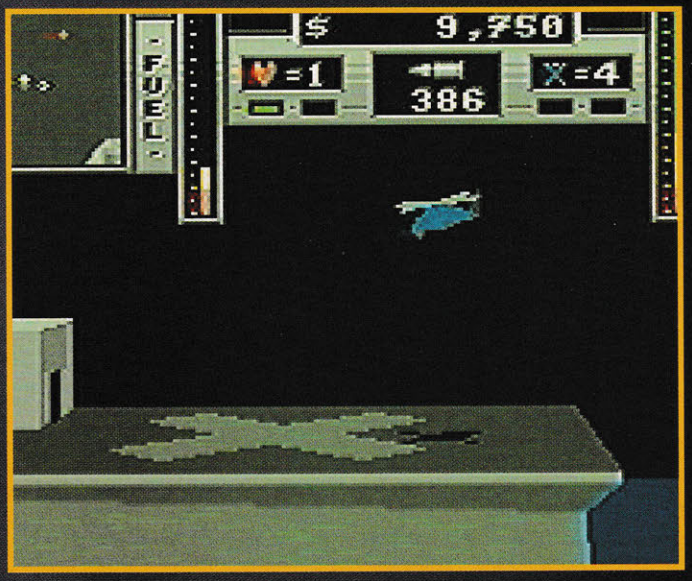
Use a small missile to shoot it down. It really isn't to hard.



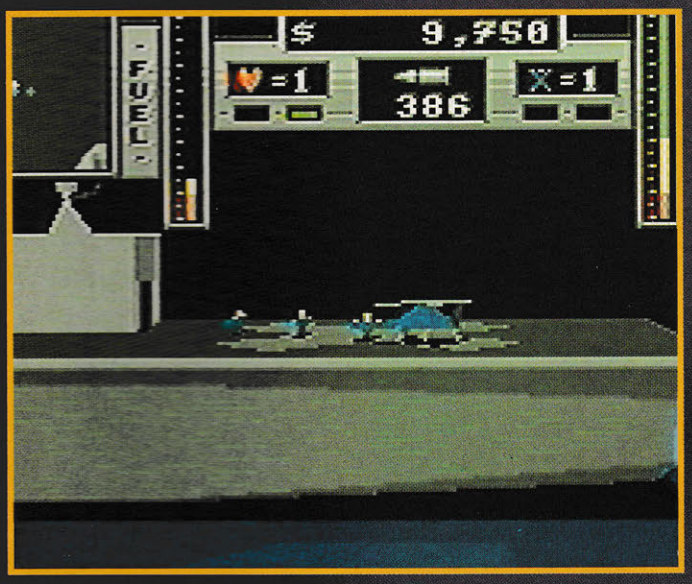
Now destroy the bunker defence.



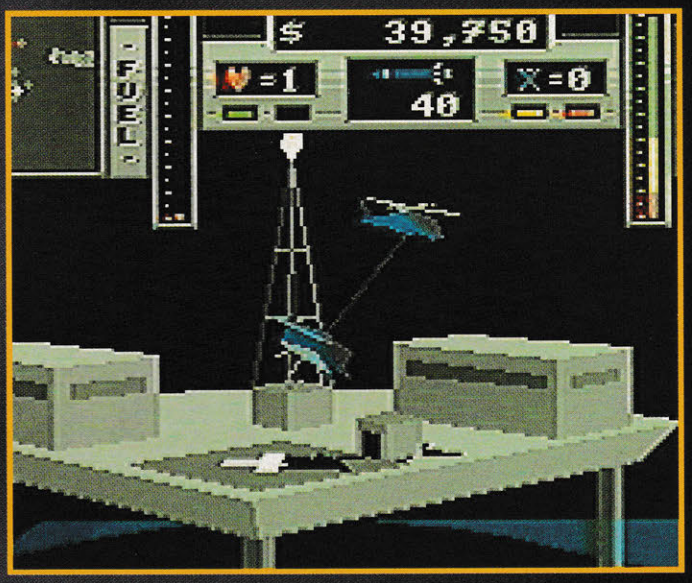
And now you can do a superb bit of hostage rescue.



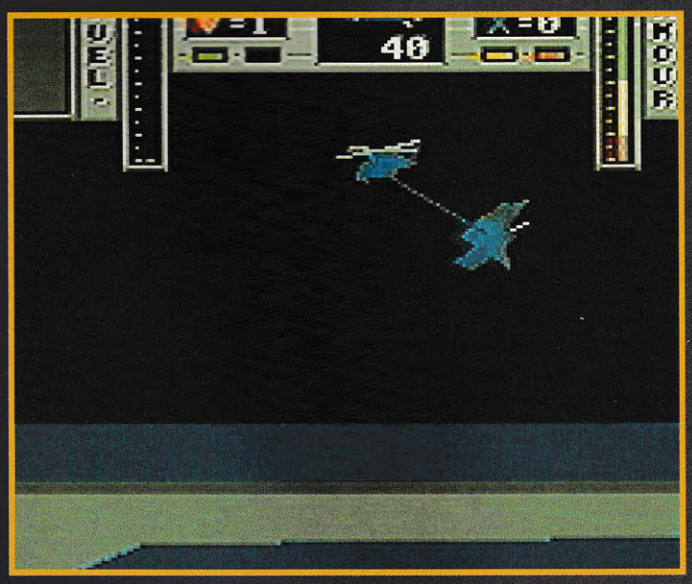
Return to the carrier and you can deposit them before you head off into danger once more!



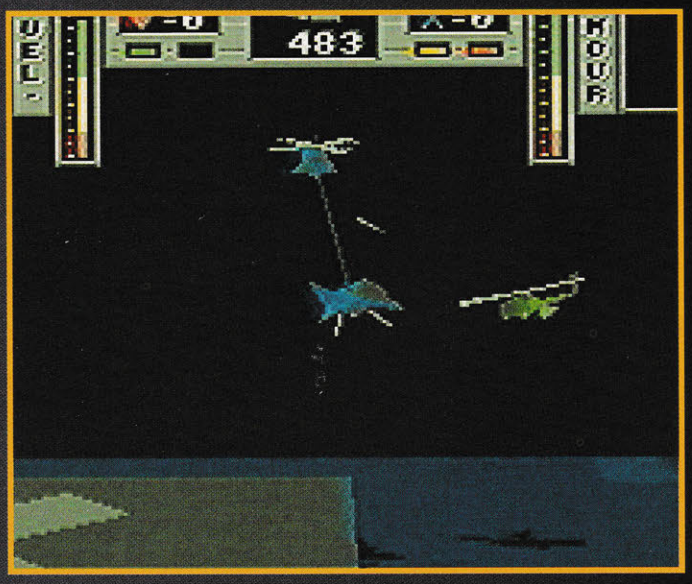
Drop them off!



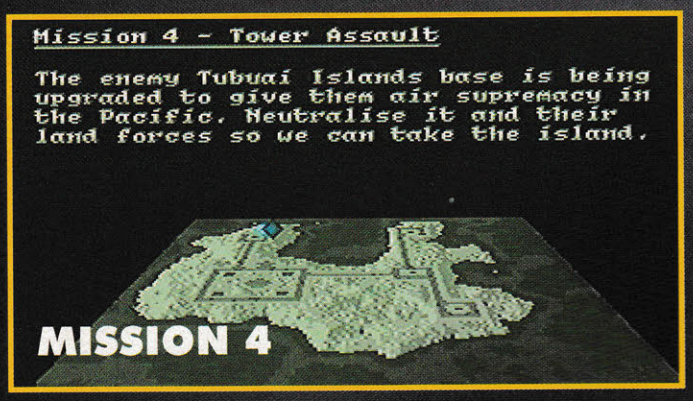
And move in to make a seriously swift rescue of the VTOL plane.



These are not the easiest of things to carry.



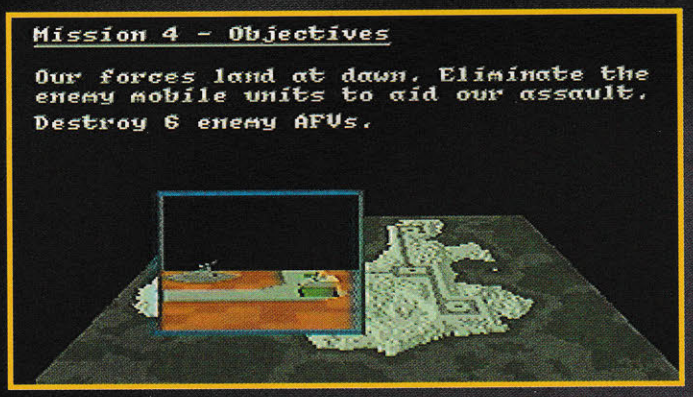
And any helicopters can be a real pain in the arse. Just shoot them down and land the VTOL plane on the carriers rear deck.


Mission 4 - Tower Assault
The enemy Tubuai Islands base is being upgraded to give them air supremacy in the Pacific. Neutralise it and their land forces so we can take the island.
MISSION 4

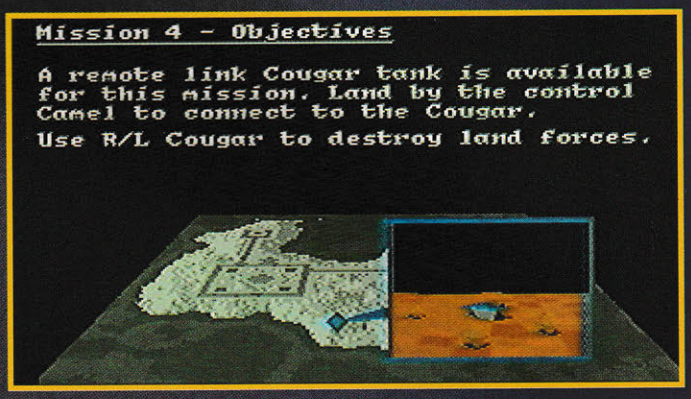
Yet another mission faces you. This time it really is starting to get very tricky.

Mission 4 - Objectives
The control centre is our primary target and we suspect that it has been moved to this new facility.
Destroy Control Tower.

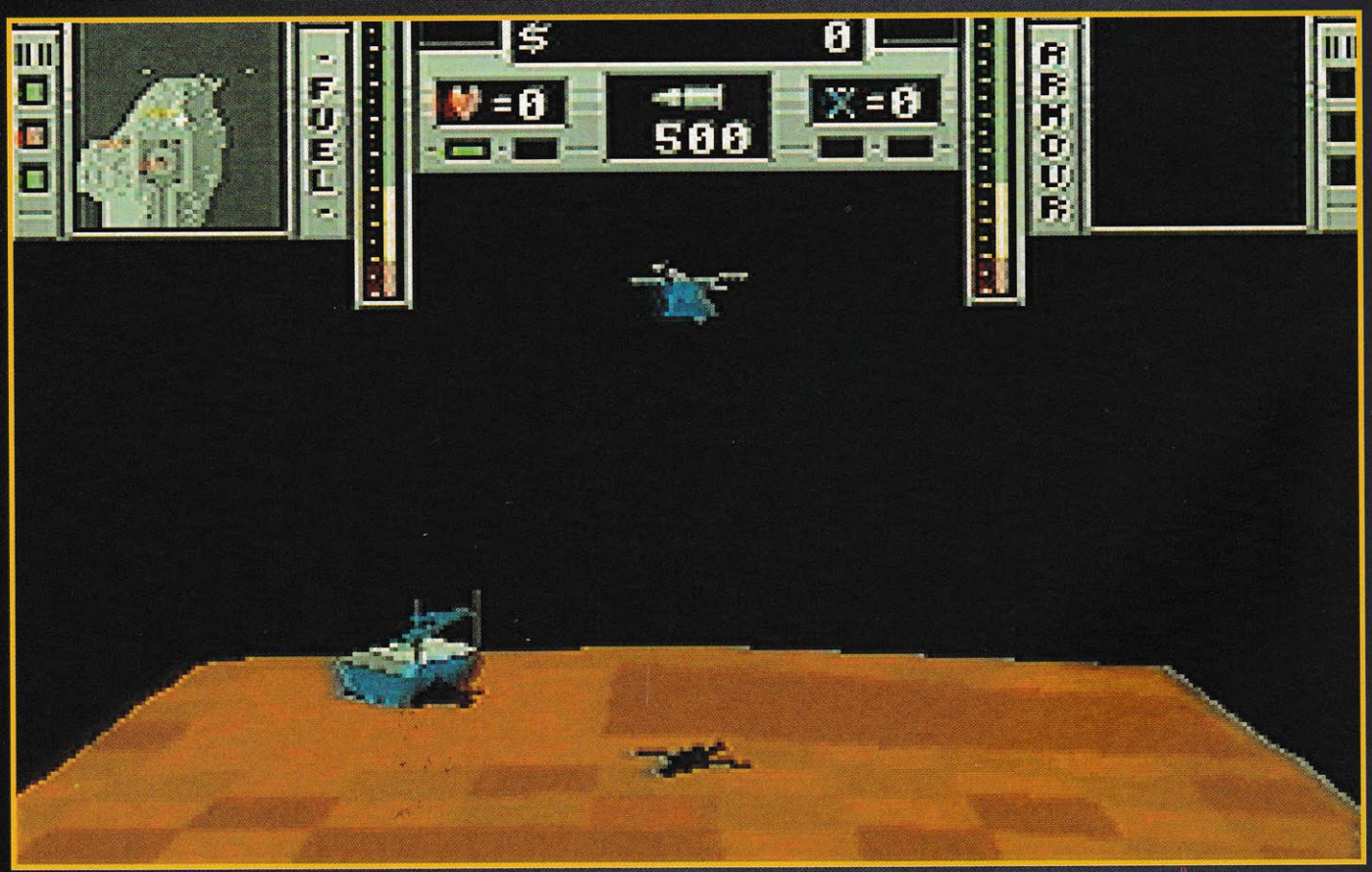
Firstly use the helicopter to destroy the control tower.



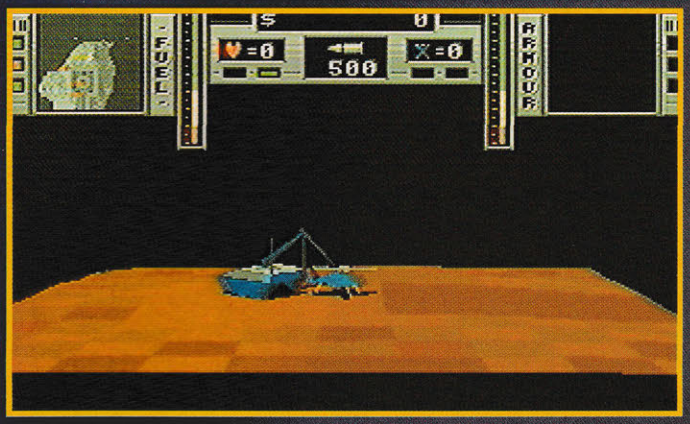
Then use the Cougar (remote linked) to destroy the six AFV's


Mission 4 - Objectives
A remote link Cougar tank is available for this mission. Land by the control Camel to connect to the Cougar.
Use R/L Cougar to destroy land forces.

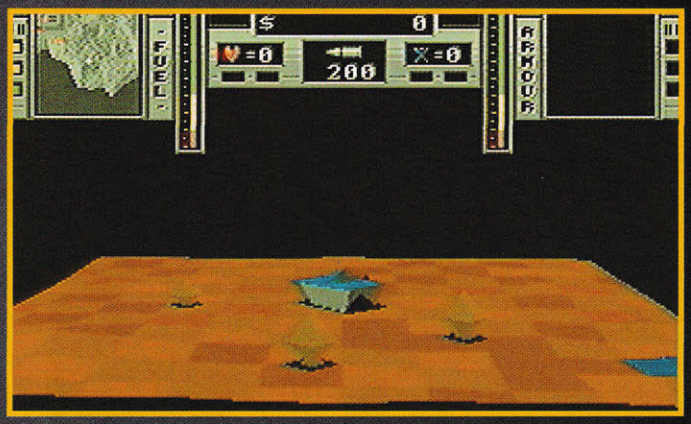
Make sure you make the most of the Cougar.



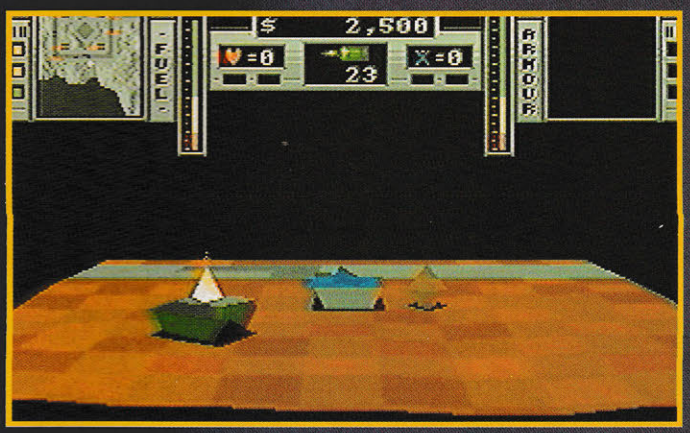
This camel with the two aerials is the remote link camel. simply land...



...and get connected!

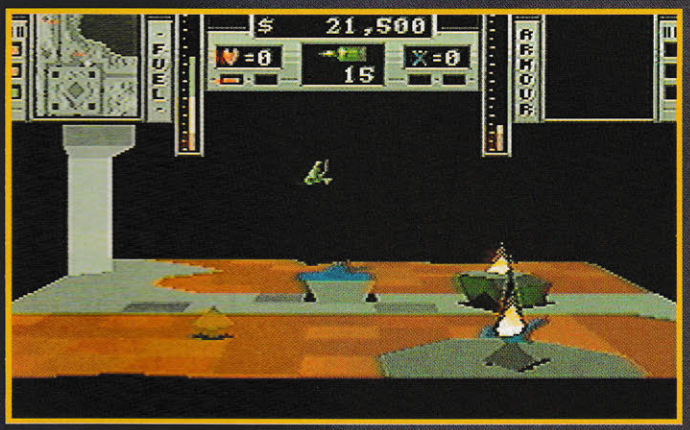


This little baby is your new vehicle.



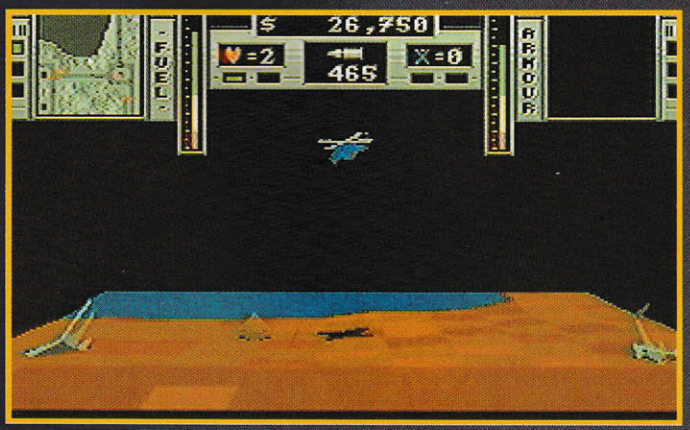
It's easy to totally destroy the enemy using the armour piercing shells.

Helicopters though are a total pain in the arse. Use the machine gun to get them!

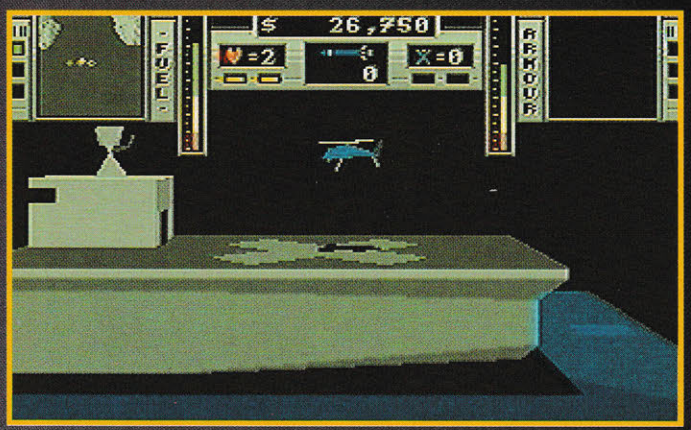


Now simply destroy every enemy AFV in sight and...

...return to the helicopter, where you can destroy the control tower!



And a few more serious dead helicopters!



And now it's time to go home.

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.

CANNON FODDER

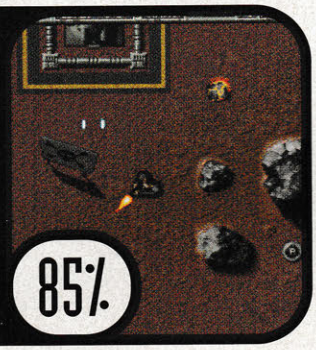
Publisher : Virgin
Issue Reviewed : Dec 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



THE CLUE

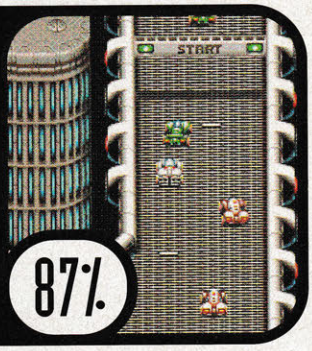
Publisher : Black Legend
Issue Reviewed : Sept 1994

Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995

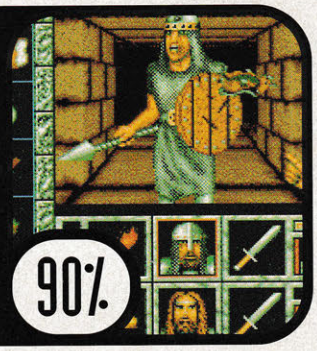
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994

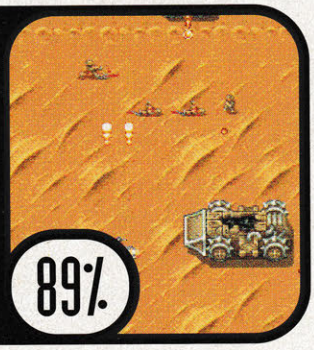
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



BANSHEE

Publisher : Core
Issue Reviewed : July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995

Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.

F1

Publisher : Domark
Issue Reviewed : February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....

FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993
Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)

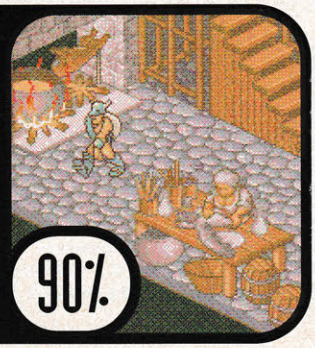
GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have

K240

Publisher : Gremlin
Issue Reviewed : May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

HEIMDALL 2



Publisher : Core
Issue Reviewed : Dec 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

ROADKILL

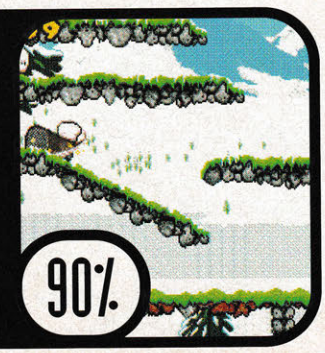
Publisher : Acid Software
Issue Reviewed : January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.

THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.

90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.

90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.

92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.

89%

SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

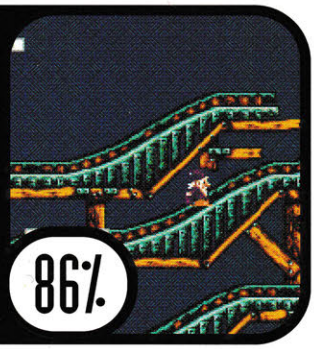
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.

88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'

90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

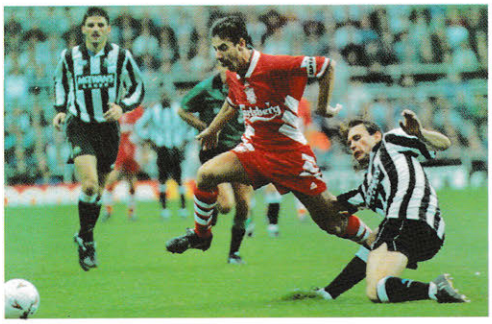
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

82%

RECOMMENDED

LIVERPOOL '95

THE OFFICIAL YEARBOOK OF THE 1994-1995 SEASON



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